

# POKÉMON



**GOLD**  
version

**SILVER**  
version



**C o m p l e t e P o k é d e x**





# STAFF LIST

**Publisher**  
M. Arakawa

**Associate Publisher**  
Yoshio Tsuboike

**Editor in Chief**  
Scott Pelland

**Lead Writer**  
Jennifer Villarreal

**Editor/Producer**  
Jessica Joffe Stein

**Strategic Layout**

**U-Craft**

Jumpin' Jack Yushi

Toru Nakagawa

Tatsuya Hoshi

**Work House Co., Ltd.**

Shigehiko Takahashi

Shinya Takita

Yoshiyuki Oshino

**V-Design, Inc.**

Yoshi Orimo

Sonja Morris

**Art Director**  
Kim Logan

**Lead Designer**  
David Waterworth

**Electronic Prepress**

Jim Catechi

Tim Garret

Rebekah Lane

Brad Mosher

Andy Myers

Van Williams

**Prepress Assistant**  
Christopher Shepperd

**Sales/Marketing Manager**  
Jeff Bafus

**Advertising Coordinator**  
Malinda Miller

**Production Specialist**  
Machiko Oehler

The Pokémon Gold Version and Silver Version Complete Pokédex is printed in the U.S.A. and published by Nintendo of America Inc., 4820 150th Ave. NE, Redmond, Washington 98052, at \$14.99 in the U.S.A. (\$17.99 in Canada). ©2001 Nintendo of America Inc. All rights reserved. Nothing that appears in the Pokémon Gold Version and Silver Version Complete Pokédex may be printed in whole or in part without express written permission from Nintendo of America Inc., copyright owner.™ and ® are trademarks of Nintendo of America Inc. Pokémon ©1995-2001 Nintendo/Creatures inc./ GAME FREAK inc. ISBN 1-930206-06-2





# CONTENTS

Be a Pokémaster.....	4
Reading the Pokédex.....	8
<b>THE POKÉDEX</b>	
Elm's Archives.....	9
World Map.....	92
Reading the Locator.....	94
Pokémon Locator (By Area).....	96
Pokémon Locator (By Name).....	122
Item.....	134
Technical and Hidden Machine Lists.....	139
Abilities & Attacks.....	140

<b>PROF. ELM'S MEMO</b>	<b>PAGE</b>
SPECIALLY COLORED POKéMON	9
THE POKéRUS	10
MYSTERY GIFT AND YOUR ROOM	11
POKéMON PIKACHU 2 GS	12
MAIL SYSTEM	15
MAKE FRIENDS	18
FRIENDLY EVOLUTION	19
THE POKé BALL MAKER	20
KURT'S POKéBALLS	21
FALSE SWIPE	24
LINK TRADE EVOLUTION	25
ROCK SMASH	26
FUN WITH UNOWN	27
HEADBUTT HELP	28
HEADBUTT POKéMON	29
STONE EVOLUTION	30
POKéMON EGGS	35
POKéMON PARING	36
POKéMON EGG—DITTO	37
POKéMON EGG-CEPTIONS	38
POKéMON GENDERS	39
TIME CAPSULE	42
WILD POKéMON ITEMS	51
TRAINERS CALLING	52
SMEARGLE'S SKETCH	57
RARE POKéMON	63
MORE RARE POKéMON	64
POWERFUL ITEMS	67
UNUSUAL ITEMS	68
RED, BLUE AND YELLOW ONLY	81
MORE UNAVAILABLE POKéMON	82
UNAVAILABLE IN GOLD	87
UNAVAILABLE IN SILVER	88
HAVE YOU SEEN MEW?	90

## Pokémon Index by ID Number

ID #	Pokémon Name	Pokédex Page	Locator Page
1	BULBASAU	81	122
2	IVYSAUR	81	125
3	VENUSAUR	81	133
4	CHARMANDER	82	122
5	CHARMELEON	82	122
6	CHARIZARD	82	122
7	SQUIRTLE	83	131
8	WARTORTLE	83	133
9	BLASTOISE	83	122
10	CATERPIE	16	122
11	METAPOD	16	127
12	BUTTERFREE	16	122
13	WEEDLE	16	133
14	KAKUNA	16	126
15	BEEDRILL	16	122
16	PIDGEY	12	129
17	PIDGEOTTO	12	129
18	PIDGEOT	12	128
19	RATTATA	14	130
20	RATICATE	14	130
21	SPEAROW	13	131
22	FEAROW	13	124
23	EKANS	23	123
24	ARBOK	23	122
25	PIKACHU	15	129
26	RAICHU	15	130
27	SANDSHREW	22	130
28	SANDSLASH	22	130
29	NIDORAN ♀	38	128
30	NIDORINA	38	128
31	NIDOQUEEN	38	128
32	NIDORAN ♂	39	128
33	NIDORINO	39	128
34	NIDOKING	39	128
35	CLEFARY	20	122
36	CLEFABLE	20	122
37	VULPIX	47	133
38	MINETALES	47	128
39	JIGGLYPUFF	21	125
40	WIGGLYTUFF	21	133
41	ZUBAT	19	133
42	GOLBAT	19	124
43	ODDISH	34	128
44	GLOOM	34	124
45	VILEPLUME	34	133
46	PARAS	30	128
47	PARASECT	30	128
48	VENOMAT	42	133
49	VENOMOTH	42	133
50	DIGLETT	49	123
51	DUGTRIO	49	123
52	MEOWTH	50	127
53	PERSIAN	50	128
54	PSYDUCK	51	129
55	GOLDOCK	51	124
56	MANKEY	50	127
57	PRIMEAPE	50	129
58	GROWLTHE	48	125
59	ARCANINE	48	122
60	POLIWHAG	31	129
61	POLIWHIRL	31	129
62	POLIWRATH	31	129
63	ABRA	36	122
64	KADABRA	36	126
65	ALAKAZAM	36	122
66	MACHOP	52	126
67	MACHOKE	52	126
68	MACHAMP	52	126
69	BELLSPOUT	28	122
70	WEEPINBELL	28	133
71	VICTREEBEL	28	133
72	TENTACOO	59	132
73	TENTACRUEL	59	132
74	GEODUDE	18	124
75	GRAVELER	18	125
76	GOLEM	18	125
77	PONYTA	73	129
78	RAPIDASH	73	130
79	SLOWPOKE	33	131
80	SLOWBRO	33	131
81	MAGNEMITE	45	127
82	MAGNETON	45	127
83	FAREFETCH'D	58	124
84	DODUO	72	123

ID #	Pokémon Name	Pokédex Page	Locator Page
85	DODRIO	72	123
86	SEEL	64	131
87	DEWGONG	64	123
88	GRIMER	45	125
89	MUK	45	128
90	SHELLDER	61	131
91	CLOYSTER	61	123
92	GASTLY	26	124
93	HAUNTER	26	125
94	GENGAR	26	124
95	ONIX	27	128
96	DROWZEE	35	123
97	HYPMO	35	125
98	KRABBY	60	126
99	KINGLER	60	126
100	VOLTORB	46	133
101	ELECTRODE	46	123
102	EXEGGUTE	41	124
103	EXEGGUTOR	41	124
104	CUBONE	73	123
105	MAROWAK	73	127
106	HITMONLEE	53	125
107	HITMONCHAN	53	125
108	LICKITUNG	65	126
109	KOFFING	44	126
110	WEEZING	44	133
111	RHYHORN	74	130
112	RHYDON	74	130
113	CHANSEY	78	122
114	TANGELA	65	132
115	KANGASKHAN	74	126
116	HORSEA	68	125
117	SEADRA	68	130
118	GOLDEEN	32	124
119	SEAKING	32	130
120	STARU	61	131
121	STARME	61	131
122	MR. MIME	57	128
123	SCYTHER	43	130
124	JYNX	56	125
125	ELECTABUZZ	56	123
126	MAGMAR	55	127
127	PINSIR	43	129
128	TAUROS	54	132
129	MAGIKARP	32	127
130	GYARADOS	32	125
131	LAPRAS	78	126
132	DITTO	37	123
133	EVEE	66	123
134	VAPOREON	66	133
135	JOLTEON	66	125
136	FLAREON	67	124
137	PORYGON	77	129
138	OMANYTE	79	128
139	OMASTAR	79	128
140	KABUTO	79	126
141	KABUTOPS	79	126
142	AERODACTYL	80	122
143	SNORLAX	80	131
144	ARTICUNO	84	122
145	ZAPDOS	84	133
146	MOLTRES	85	128
147	DRATINI	87	123
148	DRAGONAIR	87	123
149	DRAGONITE	87	123
150	MEWTWO	90	128
151	MEW	90	127
152	CHIKORITA	9	122
153	RAYLEEF	9	122
154	MEGANIUM	9	127
155	CYNDAQUIL	10	123
156	QUILAVA	10	129
157	TYPHLOSION	10	132
158	TOTODILE	11	132
159	CROCONAW	11	123
160	FERALIGATR	11	124
161	SENTRET	14	131
162	FURRET	14	124
163	HOOTHOOT	13	125
164	HOCTOWL	13	128
165	LEDYBA	17	126
166	LEDIAN	17	126
167	SPINARAK	17	131
168	ARIADOS	17	122

ID #	Pokémon Name	Pokédex Page	Locator Page
169	CROBAT	19	123
170	CHINCHOU	63	122
171	LANTURN	63	126
172	PICRU	15	128
173	CLEFFA	20	123
174	IGGLYBUFF	21	125
175	TOGEPI	22	132
176	TOGETIC	22	132
177	KATU	58	128
178	XATU	58	133
179	MAREEP	24	127
180	FLAIFY	24	124
181	AMPHAROS	24	122
182	BELOSSOM	34	122
183	MARILL	49	127
184	AZUMARILL	49	122
185	SUDOWOODO	41	132
186	POLITOED	31	129
187	HOPIPI	29	125
188	SKIPLOOM	29	131
189	JUMPLUFF	29	125
190	AIPOM	46	122
191	SUNKERN	40	132
192	CHIKORITA	40	132
193	YAMMA	40	133
194	WOOPER	25	133
195	QUAGSIRE	25	129
196	ESPEON	67	124
197	UMBREON	67	132
198	MURKROW	75	128
199	SLOWKING	33	131
200	MISDEARVUS	77	128
201	UNOWN	27	133
202	WOBBUFFET	42	133
203	GIRAFARIG	54	124
204	PINECO	37	129
205	FORRETRESS	37	124
206	DUNSPARCE	23	123
207	GUGAR	49	124
208	STEELIX	27	132
209	SHUBULL	47	131
210	GRABULL	47	125
211	QWILFISH	59	130
212	SCIZOR	43	130
213	SHUCKLE	60	131
214	HERACROSS	44	125
215	SNEASEL	76	131
216	TEDDIURSA	70	132
217	URSARING	70	133
218	SLUGMA	76	131
219	MAGCARGO	76	126
220	SWINUB	70	132
221	PILOSWINE	70	129
222	CORSOLA	62	123
223	REMORAID	62	130
224	OCTILLERY	62	126
225	DELIBIRD	69	123
226	MANTINE	71	127
227	SKARMORY	72	131
228	FLAIFY	75	125
229	HOUDOON	75	125
230	KINGORA	68	126
231	PHANPY	71	128
232	DONPHAN	71	123
233	PORYGON2	77	129
234	STANTLER	48	131
235	SMEARGLE	57	131
236	TYROGUE	53	132
237	HITMONTOP	53	125
238	SMOOCHUM	56	131
239	ELEKID	56	123
240	MAGBY	55	126
241	MILTANK	55	128
242	BLISSEY	78	122
243	RAIKOU	85	130
244	ENTEI	86	123
245	SUICUNE	86	132
246	LARVITAR	88	126
247	PINSIR	88	129
248	TYRANITAR	88	132
249	LUGIA	89	126
250	HO-ON	89	125

## Alphabetical Pokémon Index

ID #	Pokémon Name	Pokédex Page	Locator Page
63	ABRA	36	122
163	HOOTHOOT	13	125
187	HOPIPI	29	125
190	AIPOM	46	122
65	ALAKAZAM	36	122
181	AMPHAROS	24	122
24	ARBOK	23	122
59	ARCANINE	48	122
166	ARIADOS	17	122
144	ARTICUNO	84	122
184	AZUMARILL	49	122
153	RAYLEEF	9	122
15	BEEDRILL	16	122
162	BELOSSOM	34	122
69	BELLSPOUT	28	122
9	BLASTOISE	83	122
242	BLISSEY	78	122
1	BULBASAU	81	122
12	BUTTERFREE	16	122
10	CATERPIE	16	122
113	CHANSEY	78	122
6	CHARIZARD	82	122
4	CHARMANDER	82	122
5	CHARMELEON	82	122
152	CHIKORITA	9	122
170	CHINCHOU	63	122
36	CLEFABLE	20	122
35	CLEFARY	20	122
173	CLEFFA	20	123
91	CLOYSTER	61	123
222	CORSOLA	62	123
169	CROBAT	19	123
159	CROCONAW	11	123
194	CUBONE	73	123
155	CYNDAQUIL	10	123
225	DELIBIRD	69	123
87	DEWGONG	64	123
50	DIGLETT	49	123
132	DITTO	37	123
83	DODRIO	72	123
84	DODUO	72	123
232	DONPHAN	71	123
148	DRAGONAIR	87	123
149	DRAGONITE	87	123
147	DRATINI	87	123
96	DROWZEE	35	123
51	DUGTRIO	49	123
206	DUNSPARCE	23	123
133	EVEE	66	123
23	EKANS	23	123



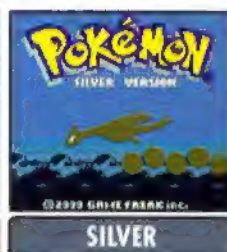
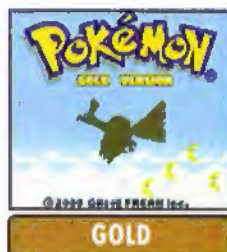
# Be a Pokémaster

If you're reading this book, you're on your way to becoming a Pokémaster. You've probably finished Red, Blue or Yellow and maybe even Gold or Silver, and now you want to know everything about each Pokémon, including its attacks, where to catch it and its evolutions. This book has all of that information—and more.



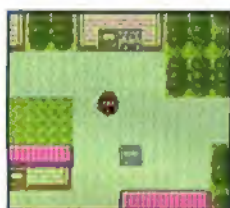
## Precious Pokémon Paks

Pokémon Gold and Silver are the latest glittering entries in the phenomenal Pokémon series that has taken the world by storm. The two games feature a new hero and story line and are filled with many new Pokémon in addition to most of the original 151 Pokémon from Red, Blue and Yellow.

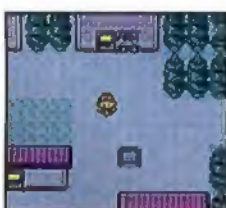


## Morning, Day, Night

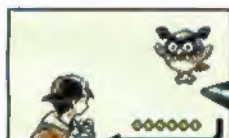
Time passes in Gold and Silver's world the way it does in your world. At the beginning of the game you'll be asked for the time of day and, later, the day of the week. If you set your game to the actual time and day of the week, it will be noon on a Tuesday in the game when it's noon on a Tuesday in the world outside the game. At 6 p.m., the sun goes down as day fades into night, and it gets darker in the game world. It becomes morning at 4 a.m., then day again at 10 a.m.



DAY



NIGHT



Wild HOOTHOOT appeared!

You will find Hoothoot only at night—never in the morning or day.



## Using the New Pokédex

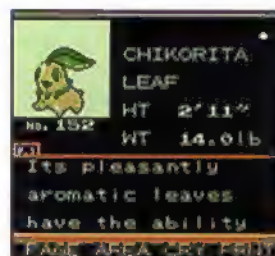
The Pokédex has been improved in Gold and Silver. It has three ways of displaying Pokémon. You can view the Pokémon in evolutionary order in the New Pokédex Mode, which has Chikorita displayed first. Pokémon are listed by official number in the Old Pokédex Mode, with Bulbasaur displayed first. In A to Z Mode, which is alphabetical, Abra is displayed first. You can switch modes at any time.



New Pokédex Mode



Old Pokédex Mode



The A to Z Mode may be self-explanatory, but the Old and New Pokédex Modes can be confusing. With all of those creatures to keep straight, nearly any system would be confusing!





## Catch 'Em All!

Hundreds of Pokémon populate Gold and Silver, and there are many different things you must do if you want to catch them all. You'll encounter some Pokémon in the wild as you walk through tall grass or Surf along the water, but other Pokémon must be hatched from Eggs or evolved from other Pokémon using Evolution Stones.



### WILD POKÉMON

Many Pokémon are found in the wild, lurking in the tall grass you encounter in many places. Occasionally, wild Pokémon will attack, and you can fight and catch them.



### SURF

Once you've learned to use Surf out of battle, you can glide along the water in many areas of Johto and Kanto. Wild Water-types may attack you as you're floating along the water.



### FISHING

Other Water-types can be hooked by the three fishing rods you'll pick up at various points in the game. When you get a bite, the hooked Pokémon will attack and you'll fight it.



### SPECIAL SITUATIONS

The Game Corners in Goldenrod City and Celadon City offer select Pokémon as prizes you can trade in your coins for. Several Trainers will trade for or give you Pokémon, too.

### EGGS

The pre-evolved forms of a few Pokémon are caught by hatching an Egg produced by at least one Pokémon of the same evolutionary chain. Pikachu is just one Pokémon with a pre-evolution.



### LEVEL-UP EVOLUTION

Many Pokémon are evolutions of other Pokémon, and you can't catch them in the wild—you have to raise them until they evolve to the next Pokémon in the evolutionary series.

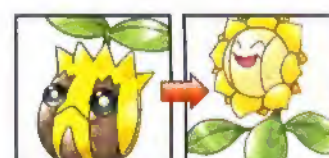


CHIKORITA

BAYLEEF

### STONE EVOLUTION

A handful of Pokémon require an Evolutionary Stone to evolve. Once you've won or been given a stone, you can use it on your Pokémon to evolve it to its next stage.



SUNKERN

SUNFLORA

### LINK TRADE EVOLUTION

You'll need the help of another Pokémon player, a Game Link Cable and sometimes an item to catch some Pokémon. Trade the Pokémon with the item (if necessary) to catch its next evolution.

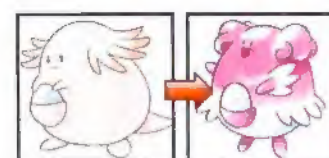


POLIWHIRL

POLITOE

### FRIENDSHIP EVOLUTION

Perhaps the trickiest type of evolution is Friendship Evolution. If you treat your Pokémon with the utmost respect and care until it is very happy and very attached to you, it will evolve.



CHANSEY

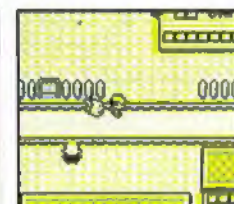
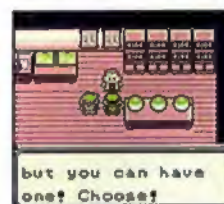
BLISSEY

## Red, Blue and Yellow, Too!

If you really want to catch them all, you have to play Red, Blue and Yellow, too. Some Pokémon, like Zapdos and Mewtwo, not to mention Bulbasaur, Charmander and Squirtle, don't appear in Gold and Silver but do appear in Red, Blue and Yellow. Once you have access to the Time Capsule in Gold and Silver, you can trade Pokémon to and from Gold and Silver and Red, Blue and Yellow. You can't trade new Pokémon or Pokémon with new attacks from Gold and Silver into Red, Blue and Yellow.



The Time Capsule will be available after you meet Bill in Ecruteak City.



Your Pokémon from Red, Blue or Yellow can be transferred into Gold and Silver so you can have 'em all!



## Pokémon Combat Chart

While many pairs of opposing Pokémon are relatively evenly matched, the different Pokémon types all have weaknesses and strengths against various attack types. The chart to the right shows each Pokémon type's relative weakness to each attack type. Other factors, such as the attacking Pokémon's type and Critical Hits, also determine how much damage an attack will do.

**NORMAL** Physical attacks are listed in yellow.

**FIRE** Special attacks are listed in blue.

Damage for + attacks	x2
Damage for Critical Hits	x2
Attack type/Pokémon Type match	x1.5
Damage for - attacks	x0.5
Damage for = attacks	x0



Your Attack Type

**NORMAL**  
**FIRE**  
**WATER**  
**ELECTRIC**  
**GRASS**  
**ICE**  
**FIGHTING**  
**POISON**  
**GROUND**  
**FLYING**  
**PSYCHIC**  
**BUG**  
**ROCK**  
**GHOST**  
**DRAGON**  
**DARK**  
**STEEL**

Opponent's Pokémon Type

	NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON	DARK	STEEL
NORMAL																	
FIRE		-			+	+						+	-		-		+
WATER		+	-		-				+				+		-		
ELECTRIC			+	-	-				=	+					-		
GRASS		-	+		-			-	+	-		-	+		-		-
ICE		-	-		+	-			+	+					+		-
FIGHTING	+					+		-		-	-	-	+	=		+	+
POISON					+			-	-		-	-	-	-			=
GROUND		+		+	-			+		=		-	+				+
FLYING				-	+		+					+	-				-
PSYCHIC							+	+			-					=	-
BUG		-			+		-	-		-	+			-		+	-
ROCK		+				+	-		-	+		+					-
GHOST	=										+			+	-	-	-
DRAGON											+				+		-
DARK							-				+			+	-	-	-
STEEL		-	-	-		+						+					-

## Attack Advantage

Dual-type Pokémon (like Water-and-Flying-type, Gyarados) can have a double advantage, since they boast two sets of characteristics. But they can also be at a double disadvantage if you pit the right Pokémon against them. In the example, Electric-type Pikachu boosts its Thunderbolt attack by 1.5 times since both the attack and the Pokémon are of the same type. The attack strength is then multiplied by two since Electric-types have an advantage over Water-types. But that's not all—Electric-types also dominate over Flying-types, so the total damage is multiplied by two yet again!

### EXAMPLE:

### PIKACHU VS. GYARADOS



WATER/ FLYING

ELECTRIC

THUNDERBOLT ATTACK	x1.5
ELECTRIC VS. WATER	x2
ELECTRIC VS. FLYING	x2
<b>TOTAL DAMAGE</b>	<b>x6</b>



# P o k é d e x





# Reading the Pokédex

An incredible amount of information is included in the Pokédex section. Check out the explanations below and follow them as your guide to understanding all of the numbers, abbreviations and colors you'll see in the Pokédex.



#164

NOCTOWL

HOOTHOOT LEVEL 20 ▶ NOCTOWL

TYPE: NORMAL/FLYING

Height: 5'3"

Weight: 90 lbs



ID	NAME	EVOLUTION
TYPE	HEIGHT, WEIGHT	

The label near each Pokémon reveals its name, Old Pokédex number, Height, Weight, Pokémon type and an explanation of its evolutionary trail if it isn't the base evolution of its evolutionary line.

## ABILITY

The Pokémon's relative stats are shown by a three-dot rating system. The example shows a moderate rating for Hit Points, Speed and Special Attack and low Defense.

## TYPE KEY

BUG	Bug	GRS	Grass
DRG	Dragon	ICE	Ice
DRK	Dark	NRM	Normal
ELC	Electric	PSN	Poison
FIR	Fire	PSY	Psychic
FLY	Flying	RCK	Rock
FTG	Fighting	STL	Steel
GHO	Ghost	WTR	Water
GRD	Ground		

## LEVEL-UP ABILITIES

Level-Up Abilities are learned by the Pokémon as it gains levels. The attack's type, base attack power (BA), accuracy (AC) and PP are shown, as well as the level at which each member of the evolutionary chain learns the attack.

LEVEL-UP ABILITIES						
ATTACK	TYPE	BA	AC	PP	#163	#164
TACKLE	NRM	35	85	35	-	-
GROWL	NRM	-	100	40	-	-
FORESIGHT	NRM	-	100	40	06	06
PECK	FLY	35	100	35	11	11
HYPNOSIS	PSY	-	60	20	16	16
REFLECT	PSY	-	-	20	22	25
TAKE DOWN	NRM	90	85	20	28	33
CONFUSION	PSY	50	100	25	34	41
DREAM EATER	PSY	100	100	15	48	57

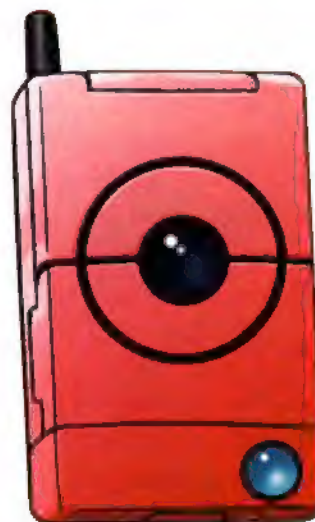
## TM & HM ABILITIES

You can teach TM & HM Abilities to your Pokémon if you have the proper Technical Machine or Hidden Machine. Each attack's type, base attack power (BA), accuracy (AC) and PP are shown, along with a black dot that shows which members of the evolutionary chain can learn the attack.

TM & HM ABILITIES						
#	ATTACK	TYPE	BA	AC	PP	#163 #164
03	CURSE	???	-	-	10	● ●
04	TOXIC	PSN	-	85	10	● ●
10	HIDDEN POWER	NRM	-	100	15	● ●
11	SUNNY DAY	FIR	-	-	5	● ●
13	SMOKE	NRM	40	100	15	● ●
15	HYPER BEAM	NRM	150	90	5	● ●
17	PROTECT	NRM	-	-	10	● ●
20	ENDURE	NRM	-	-	10	● ●
21	FRUSTRATION	NRM	-	100	20	● ●
27	RETURN	NRM	-	100	20	● ●
31	MUD-SLAP	GRD	20	100	10	● ●
32	DOUBLE TEAM	NRM	-	-	15	● ●
34	SWAGGER	NRM	-	90	15	● ●
35	SLEEP TALK	NRM	-	-	10	● ●
39	SWIFT	NRM	60	-	20	● ●
42	DREAM EATER	PSY	100	100	15	● ●

## PHYSICAL OR SPECIAL

Attacks shown in black are physical attacks. Pokémon with a high Attack rating will do well with them. Attacks shown in green are Special Attacks, which are particularly effective when used by Pokémon with a high Special Attack rating.



## RECOMMENDED

Attacks shown in red are strongly recommended for use with the Pokémon. They work well with the Pokémon's natural abilities or will otherwise benefit you and your Pokémon.



# #152 CHIKORITA

TYPE: GRASS

Height: 2'11"  
Weight: 14 lbs



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#152	#153	#154
TACKLE	NRM	35	95	35	-	-	-
GROWL	NRM	-	100	40	-	-	-
RAZOR LEAF	GRS	53	95	25	08	08	08
REFLECT	PSY	-	-	10	12	12	12
POISON POWDER	PSN	-	75	35	15	15	15
SYNTHESIS	GRS	-	-	5	22	23	23
BODY SLAM	NRM	85	100	15	29	31	31
LIGHT SCREEN	PSY	-	-	30	36	39	41
SAFEGUARD	NRM	-	-	25	43	47	51
SOLAR BEAM	GRS	120	100	10	50	55	61

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#152	#153	#154
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
08	ROCK SMASH	FTG	20	100	15	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
12	SWEET SCENT	NRM	-	100	20	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
22	SOLAR BEAM	GRS	120	100	10	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
43	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
49	FURY CUTTER	BUG	10	95	20	●	●	●
H1	CUT	NRM	50	95	30	●	●	●
H4	STRENGTH	NRM	80	100	15	●	●	●
H5	FLASH	NRM	-	70	20	●	●	●

# #153 BAYLEEF

CHIKORITA LEVEL 16 ▶ BAYLEEF

TYPE: GRASS

Height: 3'11"  
Weight: 35 lbs



# #154 MEGANIUM

BAYLEEF LEVEL 32 ▶ MEGANIUM

TYPE: GRASS

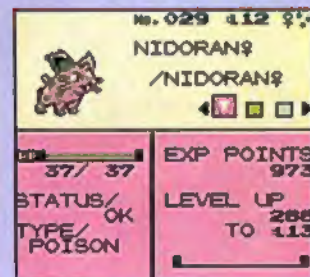
Height: 5'11"  
Weight: 222 lbs



## PROF. ELM'S MEMO

### Specially Colored Pokémon

Recently, I began studying the extremely rare specially colored Pokémon that you might have heard of or seen in your Pokémon travels. The most famous example of a specially colored Pokémon, the Red Gyarados in the Lake of Rage, exhibits the classic attributes of a specially colored Pokémon—it shines before it attacks, and it has special markings next to its gender when stored in Bill's PC. While everyone will encounter the Red Gyarados, other specially colored Pokémon are extremely rare—you may never run into one at all. All Pokémon found in the wild can be specially colored, but your chances of finding one or more are slim.





#155

## CYNDAQUIL

TYPE: FIRE

Height:  
1'8"  
Weight:  
17 lbs.

SPECIAL ATTACK SPECIAL DEFENSE



HIT POINTS



ATTACK



SPEED



DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#155	#156	#157
TACKLE	NRM	35	95	35	-	-	-
LEER	NRM	-	100	30	-	-	-
SMOKESCREEN	NRM	-	100	20	6	6	6
EMBER	FIR	40	100	25	12	12	12
QUICK ATTACK	NRM	40	100	30	19	21	21
FLAME WHEEL	FIR	40	100	25	27	31	31
SWIFT	NRM	60	-	20	36	43	45
FLAMETHROWER	FIR	95	100	15	46	54	60

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#155	#156	#157
01	DYNAMICPUNCH	FTG	100	50	5			
02	HEADBUTT	NRM	70	100	15			
03	CURSE	???	-	-	10			
04	ROLLOUT	RCK	30	90	20			
05	ROAR	NRM	-	100	20			
06	TOXIC	PSN	-	85	10			
08	ROCK SMASH	FTG	20	100	15			
10	HIDDEN POWER	NRM	-	100	15			
11	SUNNY DAY	FIR	-	-	5			
13	SNORE	NRM	40	100	15			
15	HYPER BEAM	NRM	150	90	5			
17	PROTECT	NRM	-	-	10			
20	ENDURE	NRM	-	-	10			
21	FRUSTRATION	NRM	-	100	20			
23	IRON TAIL	STL	100	75	15			
26	EARTHQUAKE	GRD	100	100	10			
27	RETURN	NRM	-	100	20			
28	DIG	GRD	60	100	10			
31	MUD-SLAP	GRD	20	100	10			
32	DOUBLE TEAM	NRM	-	-	15			
34	SWAGGER	NRM	-	90	15			
35	SLEEP TALK	NRM	-	-	10			
38	FIRE BLAST	FIR	120	85	5			
39	SWIFT	NRM	60	-	20			
40	DEFENSE CURL	NRM	-	-	40			
41	THUNDERPUNCH	ELC	75	100	15			
43	DETECT	FTG	-	-	5			
44	REST	PSY	-	-	10			
45	ATTRACT	NRM	-	100	15			
48	FIRE PUNCH	FIR	75	100	15			
49	FURY CUTTER	BUG	10	95	20			
51	CUT	NRM	50	95	30			
54	STRENGTH	NRM	80	100	15			

#156

## QUILAVA

CYNDAQUIL LEVEL 14 ► QUILAVA

TYPE: FIRE

Height:  
2'11"  
Weight:  
42 lbs.

SPECIAL ATTACK SPECIAL DEFENSE



HIT POINTS



ATTACK



SPEED



DEFENSE



#157

## TYPHLOSION

QUILAVA LEVEL 36 ► TYPHLOSION

TYPE: FIRE

Height:  
5'7"  
Weight:  
175 lbs.

SPECIAL ATTACK SPECIAL DEFENSE



HIT POINTS



ATTACK



SPEED



DEFENSE



## PROF. ELM'S MEMO

## The Pokérus

Several of my friends who treat Pokémon at Pokémon Centers have reported a strangely beneficial syndrome called the Pokérus. The condition does no harm; in fact, Pokémon Trainers will notice some interesting results if they use infected Pokémon in battle. The easiest way to know for sure whether your Pokémon are infected with the Pokérus is to take them to a Pokémon Center. After the creatures have been healed, you'll get a different message than you would usually. The Pokémon Center will alert me and I will call you to explain that your Pokémon have the Pokérus. The Pokérus wears off after a short time, making it difficult to study.

When your Pokémon is infected, its entry in your lineup will reflect the condition in the status section. After the condition is gone, a small black dot will remain.





# #158 TOTODILE

TYPE: WATER

Weight: 21 lbs



SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#158	#159	#160
SCRATCH	NRM	40	100	35	-	-	-
LEER	NRM	-	100	30	-	-	-
RAGE	NRM	00	100	20	7	7	7
WATER GUN	WTR	■	100	25	13	13	13
BITE	DRK	60	100	25	20	21	21
SCARY FACE	NRM	-	90	10	27	28	■
SLASH	NRM	70	100	20	35	37	38
SCREECH	NRM	-	85	40	43	45	47
HYDRO PUMP	WTR	120	80	5	52	55	58

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#158	#159	#160
01	DYNAMICPUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
05	ROAR	NRM	-	100	20	●	●	●
06	TOXIC	PSN	-	■	10	●	●	●
07	ROCK SMASH	FTG	■	100	15	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
13	SHORE	NRM	40	100	■	●	●	●
14	BLIZZARD	ICE	120	70	5	●	●	●
15	HYPER BEAM	NRM	150	■	5	●	●	●
16	ICY WIND	ICE	55	■	15	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	■	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
03	IRON TAIL	STL	100	75	15	●	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
28	DIG	GRD	60	100	10	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
33	ICE PUNCH	ICE	75	100	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	■	●	●	●
43	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
49	FURY CUTTER	BUG	10	95	20	●	●	●
■	CUT	NRM	50	95	30	●	●	●
H3	SURF	WTR	95	100	15	●	●	●
■	STRENGTH	NRM	80	100	15	●	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●	●

# #159 CROCONAW

TOTODILE LEVEL 18 ► CROCONAW

TYPE: WATER

Weight: 55 lbs



SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

# #160 FERALIGATR

CROCONAW LEVEL 30 ► FERALIGATR

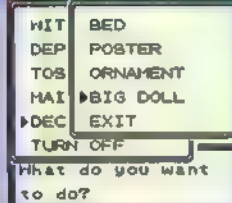
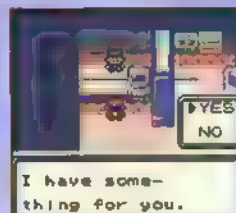
TYPE: WATER

Weight: 196 lbs



## PROF. ELM'S MEMO

Mystery Gift and Your Room

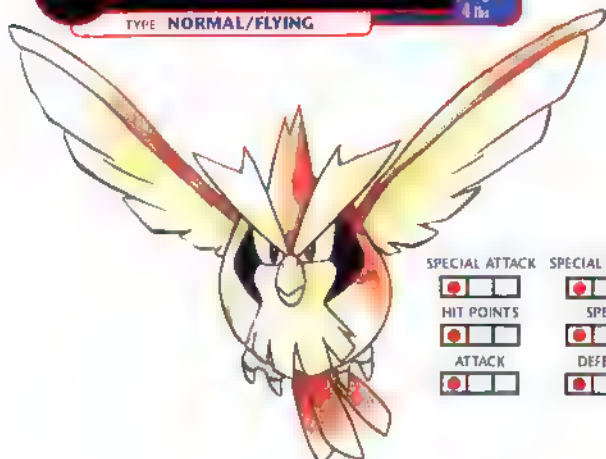




# #16 PIDGEY

TYPE: NORMAL/FLYING

Height: 1'00"  
Weight: 4 lbs



SPECIAL ATTACK	<div><div></div><div></div><div></div></div>	SPECIAL DEFENSE	<div><div></div><div></div><div></div></div>
HIT POINTS	<div><div></div><div></div><div></div></div>	SPEED	<div><div></div><div></div><div></div></div>
ATTACK	<div><div></div><div></div><div></div></div>	DEFENSE	<div><div></div><div></div><div></div></div>

# #17 PIDGEOTTO

PIDGEY LEVEL 18 ▶ PIDGEOTTO  
TYPE: NORMAL/FLYING

Height: 1'04"  
Weight: 66 lbs



SPECIAL ATTACK	<div><div></div><div></div><div></div></div>	SPECIAL DEFENSE	<div><div></div><div></div><div></div></div>
HIT POINTS	<div><div></div><div></div><div></div></div>	SPEED	<div><div></div><div></div><div></div></div>
ATTACK	<div><div></div><div></div><div></div></div>	DEFENSE	<div><div></div><div></div><div></div></div>

# #18 PIDGEOT

PIDGEOTTO LEVEL 36 ▶ PIDGEOT  
TYPE: NORMAL/FLYING

Height: 1'04"  
Weight: 87 lbs



SPECIAL ATTACK	<div><div></div><div></div><div></div></div>	SPECIAL DEFENSE	<div><div></div><div></div><div></div></div>
HIT POINTS	<div><div></div><div></div><div></div></div>	SPEED	<div><div></div><div></div><div></div></div>
ATTACK	<div><div></div><div></div><div></div></div>	DEFENSE	<div><div></div><div></div><div></div></div>

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#16	#17	#18
TACKLE	NRM	35	95	35	-	-	-
SAND-ATTACK	GRD	-	100	15	5	5	5
GUST	FLY	40	100	35	9	9	9
QUICK ATTACK	NRM	40	100	30	15	15	15
WHIRLWIND	NRM	-	100	20	21	23	23
WING ATTACK	FLY	60	100	35	29	33	33
AGILITY	PSY	-	-	30	37	43	46
MIRROR MOVE	FLY	-	-	20	47	55	■

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#16	#17	#18
03	CURSE	???	-	-	10	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5			●
17	PROTECT	NRM	-	-	10	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
27	RETURN	NRM	-	100	XX	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	■	●	●	●
39	SWIFT	NRM	60	-	20	●	●	●
43	DETECT	FTG	-	-	5	●	●	●
■	REST	PSY	-	-	10	●	●	●
■	ATTRACT	NRM	-	100	15	●	●	●
46	THIEF	DRK	40	100	10	●	●	●
47	STEEL WING	STL	70	90	25	●	●	●
H2	FLY	FLY	70	95	15	●	●	●

## PROF. ELM'S MEMO

Pokémon Pikachu 2 GS



## Mystery Gift List

1-99W	MAIL
100-199W	BERRY
200-299W	BITTER BERRY
300-399W	GREAT BALL
400-499W	MAX REPEL
500-599W	ETHER
600-699W	MIRACLE BERRY
700-799W	GOLD BERRY
800-899W	ELIXIR
900-998W	REVIVE
999W	RARE CANDY



## #21 SPEAROW

TYPE NORMAL/FLYING



## #22 FEAROW

SPEAROW LEVEL 20 → FEAROW  
TYPE NORMAL/FLYING



### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#21	#22
PECK	FLY	35	100	35	-	-
GROWL	NRM	-	100	40	-	-
LEER	NRM	-	100	30	7	7
FURY ATTACK	NRM	15	85	20	13	13
PURSUIT	DRK	40	100	20	25	26
MIRROR MOVE	FLY	-	-	20	31	32
DRILL PECK	FLY	80	100	20	37	40
AGILITY	PSY	-	-	30	43	47

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#21	#22
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	Snore	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	80	-	20	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
47	STEEL WING	STL	70	90	25	●	●
48	FLY	FLY	70	95	15	●	●

## #163 HOOTHOOT

TYPE NORMAL/FLYING



## #164 NOCTOWL

HOOTHOOT LEVEL 20 → NOCTOWL  
TYPE NORMAL/FLYING



### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#163	#164
TACKLE	NRM	35	95	35	-	-
GROWL	NRM	-	100	40	-	-
FORESIGHT	NRM	-	100	40	6	6
PECK	FLY	35	100	35	11	11
HYPNOSIS	PSY	-	60	20	16	16
REFLECT	PSY	-	-	20	22	25
TAKE DOWN	NRM	90	85	15	28	33
CONFUSION	PSY	50	100	25	34	41
DREAM EATER	PSY	100	100	15	48	57

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#163	#164
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	Snore	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	80	-	20	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
47	STEEL WING	STL	70	90	25	●	●
50	NIGHTMARE	GHO	-	100	15	●	●
48	FLY	FLY	70	95	15	●	●
49	FLASH	NRM	-	70	20	●	●



## #19 RATTATA

TYPE: NORMAL



## #20 RATICATE

RATTATA LEVEL 20 RATICATE

TYPE: NORMAL



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#19	#20
TACKLE	NRM	35	95	35	-	-
TAIL WHIP	NRM	-	100	30	-	-
QUICK ATTACK	NRM	40	100	30	7	7
HYPER FANG	NRM	80	90	15	13	13
FOCUS ENERGY	NRM	-	-	30	20	-
SCARY FACE	NRM	-	90	10	-	20
PURSUIT	DRK	40	100	20	27	30
SUPER FANG	NRM	-	90	10	34	40

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#19	#20
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
30	SHADOW BALL	GHO	80	100	15	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
51	CUT	NRM	50	95	30	●	●
54	STRENGTH	NRM	80	100	15	●	●

## #161 SENTRET

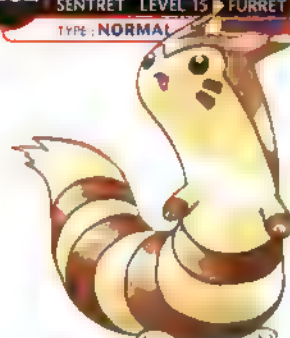
TYPE: NORMAL



## #162 FURRET

SENTRET LEVEL 15 FURRET

TYPE: NORMAL



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#161	#162
TACKLE	NRM	35	95	35	-	-
DEFENSE CURL	NRM	-	-	40	5	5
QUICK ATTACK	NRM	40	100	30	11	11
FURY SWIPES	NRM	18	100	15	17	18
SLAM	NRM	80	75	20	25	28
REST	PSY	-	-	10	33	33
AMNESIA	PSY	-	-	20	41	48

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#161	#162
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
30	SHADOW BALL	GHO	80	100	15	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
49	FURY CUTTER	BUG	10	95	20	●	●
51	CUT	NRM	50	95	30	●	●
53	SURF	WTR	95	100	15	●	●
54	STRENGTH	NRM	80	100	15	●	●



# #172 PICHU

TYPE: ELECTRIC

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#172	#25	#26
THUNDERSHOCK	ELC	40	100	30	-	-	-
CHARM	NRM	-	100	10	-	-	-
GROWL	NRM	-	100	10	-	-	-
TAIL WHIP	NRM	-	100	30	6	6	-
THUNDER WAVE	ELC	-	100	20	8	8	-
SWEET KISS	NRM	-	75	10	11	-	-
QUICK ATTACK	NRM	40	100	30	-	11	-
DOUBLE TEAM	NRM	-	-	15	-	15	-
SLAM	NRM	80	75	10	-	20	-
THUNDERBOLT	ELC	95	100	15	-	26	-
AGILITY	PSY	-	-	10	-	-	-
THUNDER	ELC	120	70	-	-	-	-
LIGHT SCREEN	PSY	-	-	30	-	50	-

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#172	#25	#26
01	DYNAMICPUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
04	ROLLOUT	RCK	30	100	20	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
07	ZAP CANNON	ELC	100	100	5	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
13	SHORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●
25	THUNDER	ELC	120	70	-	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
39	SWIFT	NRM	60	-	20	●	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●	●
43	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
46	THIEF	GRK	40	100	10	●	●	●
48	STRENGTH	NRM	80	100	15	●	●	●
49	FLASH	NRM	-	70	20	●	●	●

# #25 PIKACHU

PICHU Friendship → PIKACHU  
TYPE: ELECTRIC

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

# #26 RAICHU

PIKACHU Thunder Stone → RAICHU  
TYPE: ELECTRIC



## PROF. ELM'S MEMO

### Mail System

MANTINE	151/151
ABRA	151/151
LAPRAS	27/27
WEEPINBELL	87/87
TAUROS	70/70
HOOTHOOT	42/42
HOOTHOOT	43/43

Made HOOTHOOT  
hold FLOWER MAIL.





# #10 CATERPIE

TYPE: BUG

SPECIAL ATTACK SPECIAL DEFENSE



# #11 METAPOD

CATERPIE LEVEL 7 ▶ METAPOD

TYPE: BUG

SPECIAL ATTACK SPECIAL DEFENSE

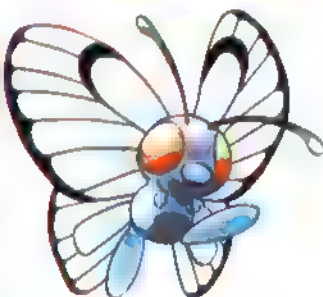


# #12 BUTTERFREE

METAPOD LEVEL 10 ▶ BUTTERFREE

TYPE: BUG/FLYING

SPECIAL ATTACK SPECIAL DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#10	#11	#12
TACKLE	NRM	35	95	35	-	-	-
STRING SHOT	BUG	-	95	100	-	-	-
HARDEN	NRM	-	-	30	-	-	-
CONFUSION	PSY	50	100	25	-	-	10
POISON POWDER	PSN	-	75	35	-	-	13
STUN SPORE	GRS	-	75	30	-	-	14
SLEEP POWDER	GRS	-	75	15	-	-	15
SUPERSONIC	NRM	-	55	20	-	-	18
WHIRLWIND	NRM	-	100	10	-	-	23
GUST	FLY	40	100	35	-	-	28
PSYBEAM	PSY	65	100	20	-	-	34
SAFEGUARD	NRM	-	-	25	-	-	40

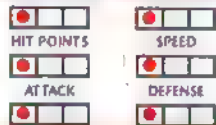
## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#10	#11	#12
03	CURSE	???	-	-	10	-	-	●
06	TOXIC	PSN	-	85	10	-	-	●
10	HIDDEN POWER	NRM	-	100	15	-	-	●
11	SUNNY DAY	FLY	-	-	5	-	-	●
12	SWEET SCENT	NRM	-	100	20	-	-	●
13	SNORE	NRM	40	100	15	-	-	●
15	HYPER BEAM	NRM	150	90	5	-	-	●
17	PROTECT	NRM	-	-	10	-	-	●
19	GIGA DRAIN	GRS	60	100	5	-	-	●
20	ENDURE	NRM	-	-	10	-	-	●
21	FRUSTRATION	NRM	-	100	10	-	-	●
22	SOLARBEAM	GRS	120	100	10	-	-	●
27	RETURN	NRM	-	100	20	-	-	●
29	PSYCHIC	PSY	90	100	10	-	-	●
32	DOUBLE TEAM	NRM	-	-	15	-	-	●
34	SWAGGER	NRM	-	100	15	-	-	●
35	SLEEP TALK	NRM	-	-	10	-	-	●
39	SWIFT	NRM	60	-	10	-	-	●
44	REST	PSY	-	-	10	-	-	●
45	ATTRACT	NRM	-	100	15	-	-	●
50	NIGHTMARE	GHO	-	100	15	-	-	●
55	FLASH	NRM	-	70	10	-	-	●

# #13 WEEDLE

TYPE: BUG/POISON

SPECIAL ATTACK SPECIAL DEFENSE



# #14 KAKUNA

WEEDLE LEVEL 7 ▶ KAKUNA

TYPE: BUG/POISON

SPECIAL ATTACK SPECIAL DEFENSE

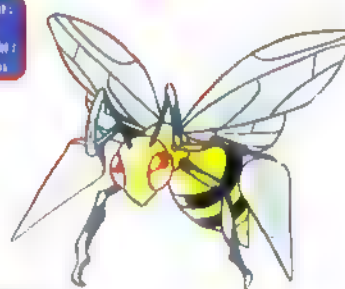


# #15 BEEDRILL

KAKUNA LEVEL 10 ▶ BEEDRILL

TYPE: BUG/POISON

SPECIAL ATTACK SPECIAL DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#13	#14	#15
POISON STING	PSN	15	100	35	-	-	-
STRING SHOT	BUG	-	95	40	-	-	-
HARDEN	NRM	-	-	30	-	-	-
FURY ATTACK	NRM	-	85	20	-	-	10
FOCUS ENERGY	NRM	-	-	30	-	-	15
TWINEEDLE	BUG	25	100	20	-	-	20
RAGE	NRM	20	100	20	-	-	25
PURSUIT	DRK	40	100	20	-	-	30
PIN MISSILE	BUG	14	85	20	-	-	35
AGILITY	PSY	-	-	30	-	-	40

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#13	#14	#15
03	CURSE	???	-	-	10	-	-	●
06	TOXIC	PSN	-	85	10	-	-	●
10	HIDDEN POWER	NRM	-	100	15	-	-	●
11	SUNNY DAY	FIR	-	-	5	-	-	●
12	SWEET SCENT	NRM	-	100	10	-	-	●
13	SNORE	NRM	40	100	15	-	-	●
15	HYPER BEAM	NRM	150	90	5	-	-	●
17	PROTECT	NRM	-	-	10	-	-	●
19	GIGA DRAIN	GRS	60	100	5	-	-	●
20	ENDURE	NRM	-	-	10	-	-	●
21	FRUSTRATION	NRM	-	100	20	-	-	●
27	RETURN	NRM	-	100	20	-	-	●
32	DOUBLE TEAM	NRM	-	-	15	-	-	●
34	SWAGGER	NRM	-	90	15	-	-	●
35	SLEEP TALK	NRM	-	-	10	-	-	●
36	SLUDGE BOMB	PSN	100	100	10	-	-	●
39	SWIFT	NRM	60	-	20	-	-	●
44	REST	PSY	-	-	10	-	-	●
45	ATTRACT	NRM	-	100	15	-	-	●
49	FURY CUTTER	BUG	10	95	10	-	-	●
51	CUT	NRM	10	100	10	-	-	●



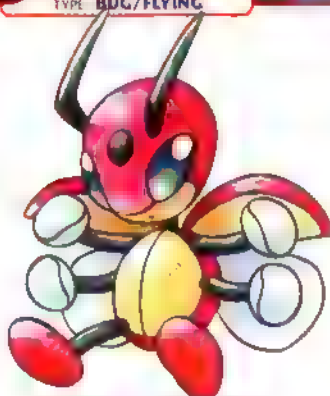
# #165 LEDYBA

TYPE BUG/FLYING



# #166 LEDIAN

LEDYBA LEVEL 18 ▶ LEDIAN  
TYPE BUG/FLYING



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#165	#166
TACKLE	NRM	35	95	35	-	-
SUPERSONIC	NRM	-	55	20	8	8
COMET PUNCH	NRM	18	85	15	15	15
LIGHT SCREEN	PSY	-	-	30	22	24
REFLECT	PSY	-	-	30	22	24
SAFEGUARD	NRM	-	-	25	22	24
BATON PASS	NRM	-	-	40	29	33
SWIFT	NRM	60	-	20	36	42
AGILITY	PSY	-	-	30	43	-
DOUBLE-EDGE	NRM	120	100	15	50	60

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#165	#166
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
12	SWEET SCENT	NRM	-	100	20	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
26	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLARBEAM	GRS	120	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
011	THIEF	DRK	40	100	10	●	●
015	FLASH	NRM	-	70	20	●	●

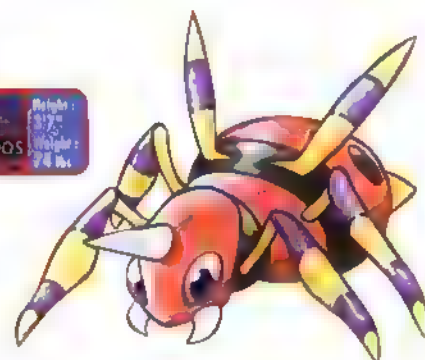
# #167 SPINARAK

TYPE BUG/POISON



# #168 ARIADOS

SPINARAK LEVEL 22 ▶ ARIADOS  
TYPE BUG/POISON



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#167	#168
POISON STING	PSN	15	100	35	-	-
STRING SHOT	BUG	-	95	40	-	-
SCARY FACE	NRM	-	90	10	6	6
CONstrict	NRM	10	100	35	11	11
NIGHT SHADE	GHO	-	100	15	17	17
LEECH LIFE	BUG	20	100	15	23	25
FURY SWIPES	NRM	18	80	15	30	34
SPIDER WEB	BUG	-	100	10	37	43
SCREECH	NRM	-	85	40	45	53
PSYCHIC	PSY	90	100	10	53	63

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#167	#168
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLARBEAM	GRS	120	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
29	PSYCHIC	PSY	90	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
015	FLASH	NRM	-	70	20	●	●



# #74 GEODUDE

TYPE: ROCK/GROUND

Weight:  
44 lbs



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#74	#75	#76
TACKLE	NRM	35	95	35	-	-	-
DEFENSE CURL	NRM	-	-	40	6	6	6
ROCK THROW	RCK	50	90	15	11	11	11
MAGNITUDE	GRD	-	100	30	16	16	16
SELFDESTRUCT	NRM	200	100	5	21	21	21
HARDEN	NRM	-	-	30	26	27	27
ROLLOUT	RCK	30	90	20	31	34	34
EARTHQUAKE	GRD	100	100	10	36	41	41
EXPLOSION	NRM	250	100	5	41	48	48

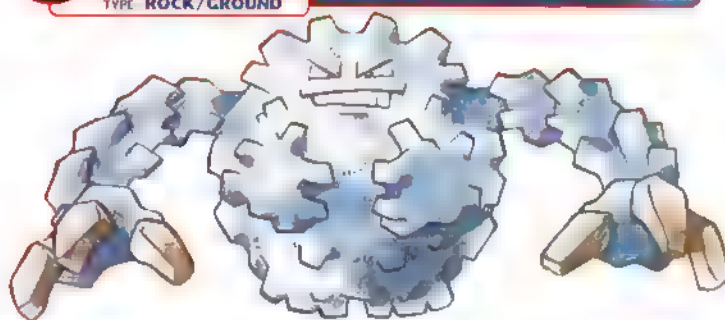
## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#74	#75	#76
01	DYNAMIC PUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
04	ROLLOUT	RCK	30	90	20	●	●	●
05	ROAR	NRM	-	100	20	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
08	ROCK SMASH	FTG	20	100	15	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	JTM	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
28	DIG	GRD	60	100	10	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
37	SANDSTORM	RCK	-	-	10	●	●	●
38	FIRE BLAST	FIR	120	85	5	●	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●	●
44	REST	PSY	-	-	10	●	●	●
48	ATTRACT	NRM	-	100	15	●	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●	●
49	FURY CUTTER	BUG	10	95	20	●	●	●
54	STRENGTH	NRM	80	100	15	●	●	●

# #75 GRAVELER

GEODUDE LEVEL 25 → GRAVELER

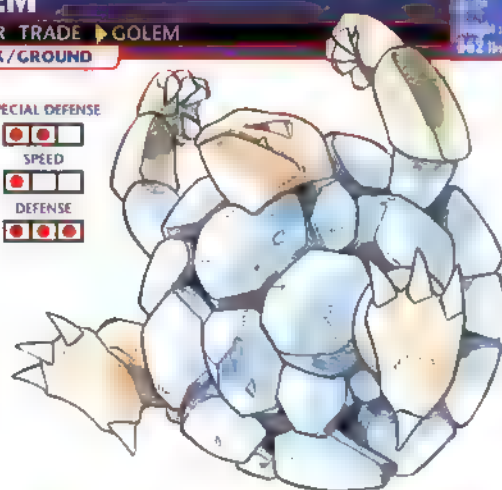
Weight:  
232 lbs



# #76 GOLEM

GRAVELER TRADE → GOLEM

Weight:  
302 lbs



## PROF ELM'S MEMO

Make Friends



Do:

Don't:



# #41 ZUBAT

TYPE: POISON/FLYING



# #42 GOLBAT

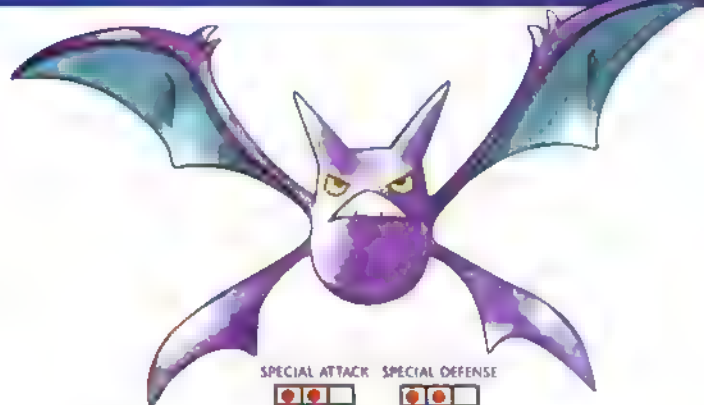
ZUBAT LEVEL 22 → GOLBAT  
TYPE: POISON/FLYING

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#41	#42	#169
SCREECH	NRM	-	11	10	-	-	-
LEECH LIFE	BUG	20	100	15	-	-	-
SUPERSONIC	NRM	-	55	10	6	6	6
BITE	DRK	60	100	25	12	12	12
CONFUSE RAY	GHO	-	100	10	19	19	19
WING ATTACK	FLY	60	100	35	27	30	30
MEAN LOOK	NRM	-	100	5	36	42	42
HAZE	ICE	-	-	30	46	55	55

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#41	#42	#169
III	CURSE	???	-	-	10	●	●	●
66	TOXIC	PSN	-	85	10	●	●	●
III	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SHORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
39	SWIFT	NRM	60	-	20	●	●	●
43	DETECT	FTG	-	-	5	●	●	●
III	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	10	●	●	●
46	THIEF	DRK	40	100	10	●	●	●
47	STEEL WING	STL	70	90	10	●	●	●
N2	FLY	FLY	70	95	15	●	●	●



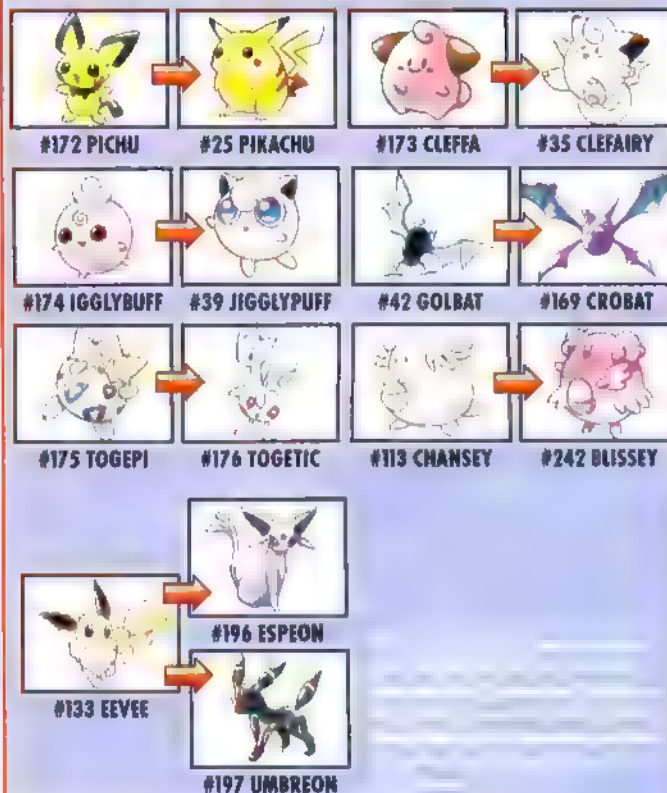
# #169 CROBAT

GOLBAT Friendship → CROBAT  
TYPE: POISON/FLYING



## PROF. ELM'S MEMO

Friendly Evolution





# #173 CLEFFA

TYPE NORMAL

SPECIAL ATTACK SPECIAL DEFENSE



# #35 CLEFAIRY

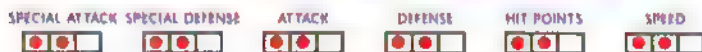
CLEFFA Friendship CLEFAIRY  
TYPE NORMAL

SPECIAL ATTACK SPECIAL DEFENSE



# #36 CLEFABLE

CLEFAIRY Moon Stone CLEFABLE  
TYPE NORMAL



## LEVEL UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#173	#35	#36
POUND	NRM	40	100	35	-	-	-
CHARM	NRM	-	100	10	-	-	-
GROWL	NRM	-	100	40	-	-	-
ENCORE	NRM	-	100	5	4	4	-
SING	NRM	-	55	15	8	8	-
SWEET KISS	NRM	-	75	10	13	-	-
DOUBLES LAP	NRM	15	85	10	-	13	-
MINIMIZE	NRM	-	-	10	-	19	-
DEFENSE CURL	NRM	-	-	10	-	26	-
METRONOME	NRM	-	-	10	-	34	-
MOON LIGHT	NRM	-	-	5	-	43	-
LIGHT SCREEN	PSY	-	-	30	-	53	-

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#173	#35	#36
01	DYNAMICPUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
04	ROLLOUT	RCK	100	100	20	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
07	ZAP CANNON	ELC	100	50	5	●	●	●
09	PSYCH UP	NRM	-	-	10	●	●	●
11	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
14	BLIZZARD	ICE	120	70	5	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
16	ICY WIND	ICE	55	95	15	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
22	SOLARBEAM	GRS	120	100	10	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●
25	THUNDER	ELC	120	70	10	●	●	●
27	RETURN	NRM	-	100	10	●	●	●
29	PSYCHIC	PSY	90	100	10	●	●	●
30	SHADOW BALL	GHO	80	100	15	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
33	ICE PUNCH	ICE	75	100	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
36	FIRE BLAST	FIR	120	85	5	●	●	●
40	DEFENSE CURL	NRM	-	-	10	●	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●	●
42	DREAM EATER	PSY	100	100	15	●	●	●
43	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
46	FIRE PUNCH	FIR	75	100	15	●	●	●
50	NIGHTMARE	GHO	-	100	10	●	●	●
51	STRENGTH	NRM	80	100	15	●	●	●
53	FLASH	NRM	-	70	10	●	●	●



## PROF. ELM'S MEMO

The Poké Ball Maker





# #174 IGGLYBUFF

TYPE: NORMAL



Height: 1'04"  
Weight: 2 lbs

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#174	#39	#40
SING	NRM	-	55	15	-	-	-
CHARM	NRM	-	100	20	-	-	-
DEFENSE CURL	NRM	-	-	40	4	4	-
POUND	NRM	40	100	35	9	9	-
SWEET KISS	NRM	-	75	10	14	-	-
DISABLE	NRM	-	55	20	-	14	-
ROLLOUT	RCK	20	90	30	-	19	-
DOUBLES LAP	NRM	15	85	10	-	24	-
REST	PSY	-	-	10	-	29	-
BODY SLAM	NRM	85	100	15	-	34	-
DOUBLE-EDGE	NRM	120	100	15	-	39	-

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#174	#39	#40
01	DYNAMIC PUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
04	ROLLOUT	RCK	30	90	20	●	●	●
05	TOXIC	PSN	-	85	10	●	●	●
07	ZAP CANNON	ELC	100	50	5	●	●	●
09	PSYCH UP	NRM	-	-	10	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
14	BLIZZARD	ICE	120	70	5	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
16	ICY WIND	ICE	55	95	15	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
22	SOLAR BEAM	GRS	120	100	10	●	●	●
25	THUNDER	ELC	120	70	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
28	PSYCHIC	PSY	90	100	10	●	●	●
30	SHADOW BALL	GHO	80	100	15	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
33	ICE PUNCH	ICE	75	100	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
38	FIRE BLAST	FIR	120	85	5	●	●	●
39	DEFENSE CURL	NRM	-	-	40	●	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●	●
42	DREAM EATER	PSY	100	100	15	●	●	●
43	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
47	FIRE PUNCH	FIR	75	100	15	●	●	●
50	NIGHTMARE	GHO	-	100	10	●	●	●
54	STRENGTH	NRM	80	100	15	●	●	●
55	FLASH	NRM	-	70	20	●	●	●

# #39 JIGGLYPUFF

IGGLYBUFF Friendship → JIGGLYPUFF

TYPE: NORMAL



Height: 1'04"  
Weight: 12 lbs



# #40 WIGGLYTUFF

JIGGLYPUFF Moon Stone → WIGGLYTUFF

TYPE: NORMAL

Height: 1'04"  
Weight: 20 lbs



## PROF. ELM'S MEMO

### Kurt's Poké Balls

Fast Ball (White Apricorn)

Lure Ball (Blue Apricorn)

Level Ball (Red Apricorn)

Heavy Ball (Black Apricorn)

Love Ball (Pink Apricorn)

Friend Ball (Green Apricorn)

Moon Ball (Yellow Apricorn)





# #175 TOGEPI

TYPE: NORMAL



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#175	#176
TACKLE	NRM	35	95	35	-	-
CHARM	NRM	-	100	20	-	-
METRONOME	NRM	-	-	10	7	7
SWEET KISS	NRM	-	75	10	18	18
ENCORE	NRM	-	100	5	25	25
SAFEGUARD	NRM	-	-	25	31	31
DOUBLE-EDGE	NRM	120	100	15	38	38

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#175	#176
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	100	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
09	PSYCH UP	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLARBEAM	GRS	120	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
30	SHADOW BALL	GHO	80	100	15	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	FIRE BLAST	FIR	120	85	5	●	●
39	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
42	DREAM EATER	PSY	100	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
47	STEEL WING	STL	70	90	25	●	●
48	FLY	FLY	70	95	15	●	●
49	FLASH	NRM	-	70	20	●	●

# #176 TOGETIC

TOGEPI Friendship TOGETIC  
TYPE: NORMAL/FLYING



# #27 SANDSHREW

TYPE: GROUND



# #28 SANDSLASH

SANDSHREW LEVEL 22 SANDSLASH  
TYPE: GROUND



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#27	#28
SCRATCH	NRM	40	100	35	-	-
DEFENSE CURL	NRM	-	-	40	6	6
SAND-ATTACK	GRD	-	100	15	11	11
POISON STING	PSN	15	100	35	17	17
SLASH	NRM	70	100	20	23	24
SWIFT	NRM	60	-	20	30	33
FURY SWIPES	NRM	18	80	15	37	42
SANDSTORM	RCK	-	-	10	45	52

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#27	#28
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
18	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
25	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
49	FURY CUTTER	BUG	10	95	20	●	●
50	CUT	NRM	50	95	30	●	●
54	STRENGTH	NRM	100	100	15	●	●



# #23 EKANS

TYPE POISON

Weight: 31.1 lbs  
Height: 15 lbs



SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

# #24 ARBOK

EKANS LEVEL 22 → ARBOK  
TYPE POISON

Weight: 69 lbs  
Height: 31 lbs



SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#23	#24
WRAP	NRM	15	100	20	-	-
LEER	NRM	-	100	30	-	-
POISON STING	PSN	15	100	35	9	9
BITE	DRK	60	100	25	15	15
GLARE	NRM	-	75	30	23	25
SCREECH	NRM	-	85	40	29	33
ACID	PSN	40	100	30	37	43
HAZE	ICE	-	-	30	43	51

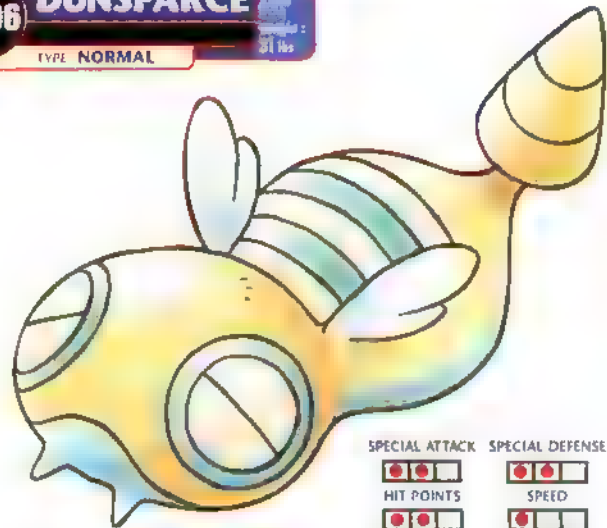
## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#23	#24
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
19	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
21	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
32	DIG	GRD	60	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
44	STRENGTH	NRM	80	100	15	●	●

# #206 DUNSPARCE

TYPE NORMAL

Weight: 31 lbs  
Height: 31 lbs



SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#206
RAGE	NRM	20	100	20	-
DEFENSE CURL	NRM	-	-	40	5
GLARE	NRM	-	75	30	13
SPITE	GHO	-	100	10	18
PURSUIT	DRK	40	100	20	26
SCREECH	NRM	-	85	40	30
TAKE DOWN	NRM	90	85	10	38

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#206
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
04	ROLLOUT	RCK	30	90	20	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
22	SOLARBEAM	GRS	120	100	10	●
23	IRON TAIL	STL	100	75	15	●
25	THUNDER	ELC	120	70	10	●
27	RETURN	NRM	-	100	20	●
28	DIG	GRD	60	100	10	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
40	DEFENSE CURL	NRM	-	-	40	●
42	DREAM EATER	PSY	100	100	15	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
50	NIGHTMARE	GHO	-	100	15	●
44	STRENGTH	NRM	80	100	15	●



# #179 MAREEP

TYPE ELECTRIC

Height: 1'02"  
Weight: 17 lbs



SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#179	#180	#181
TACKLE	NRM	35	95	35	-	-	-
GROWL	NRM	-	100	10	-	-	-
THUNDER SHOCK	ELC	40	100	30	9	9	9
THUNDER WAVE	ELC	-	100	20	16	18	18
COTTON SPORE	GRS	-	85	40	23	27	27
THUNDERPUNCH	ELC	75	100	15	-	-	30
LIGHT SCREEN	PSY	-	-	30	30	36	36
THUNDER	ELC	120	70	10	37	45	57

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#179	#180	#181
01	DYNAMICPUNCH	FTG	100	50	5	-	-	-
02	HEADBUTT	NRM	70	100	15	-	-	-
03	CURSE	???	-	-	10	-	-	-
06	TOXIC	PSN	-	85	10	-	-	-
07	ZAP CANNON	ELC	100	-	5	-	-	-
08	ROCK SMASH	FTG	80	100	15	-	-	-
09	HIDDEN POWER	NRM	-	100	15	-	-	-
13	SNORE	NRM	40	100	15	-	-	-
15	HYPER BEAM	NRM	150	90	5	-	-	-
17	PROTECT	NRM	-	-	10	-	-	-
18	RAIN DANCE	WTR	-	-	5	-	-	-
20	ENDURE	NRM	-	-	10	-	-	-
21	FRUSTRATION	NRM	-	100	20	-	-	-
23	IRON TAIL	STL	100	75	15	-	-	-
25	THUNDER	ELC	120	70	10	-	-	-
27	RETURN	NRM	-	100	20	-	-	-
32	DOUBLE TEAM	NRM	-	-	15	-	-	-
34	SWAGGER	NRM	-	90	15	-	-	-
35	SLEEP TALK	NRM	-	-	10	-	-	-
39	SWIFT	NRM	60	-	20	-	-	-
40	DEFENSE CURL	NRM	-	-	40	-	-	-
41	THUNDERPUNCH	ELC	75	100	15	-	-	-
44	REST	PSY	-	-	10	-	-	-
45	ATTRACT	NRM	-	100	15	-	-	-
48	FIRE PUNCH	FTG	75	100	15	-	-	-
50	STRENGTH	NRM	-	100	15	-	-	-
85	FLASH	NRM	-	70	20	-	-	-

# #180 FLAAFFY

MAREEP LEVEL 15 ▶ FLAAFFY  
TYPE ELECTRIC

Height: 1'02"  
Weight: 29 lbs



SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>



# #181 AMPHAROS

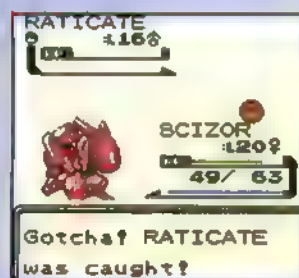
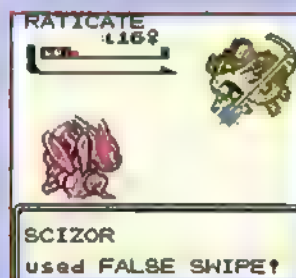
FLAAFFY LEVEL 30 ▶ AMPHAROS  
TYPE ELECTRIC

Height: 1'02"  
Weight: 190 lbs



## PROF. ELM'S MEMO

False Swipe





# #194 WOOPER

TYPE WATER/GROUND

Height:  
Weight:  
PP Max



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#194	#195
WATER GUN	WTR	■	100	25	-	-
TAIL WHIP	NRM	-	100	30	-	-
SLAM	NRM	■	75	20	11	11
AMNESIA	PSY	-	-	■	21	23
EARTHQUAKE	GRD	100	100	10	31	35
RAIN DANCE	WTR	-	-	5	■	47
HAZE	ICE	-	■	51	51	59
MIST	ICE	-	-	30	51	■

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#194	#195
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
■	ROCK SMASH	FTG	■	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
26	EARTHQUAKE	GRD	100	100	■	●	●
27	RETURN	NRM	-	100	20	●	●
■	DIG	GRD	60	100	■	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	■	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	■	100	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
■	DEFENSE CURL	NRM	-	-	40	●	●
44	REST	PSY	-	-	10	●	●
■	ATTRACT	NRM	-	100	15	●	●
■	SURF	WTR	95	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●
H5	FLASH	NRM	-	70	20	●	●
H6	WHIRLPOOL	WTR	■	70	15	●	●



# #195 QUAGSIRE

WOOPER LEVEL 20 QUAGSIRE  
TYPE WATER/GROUND



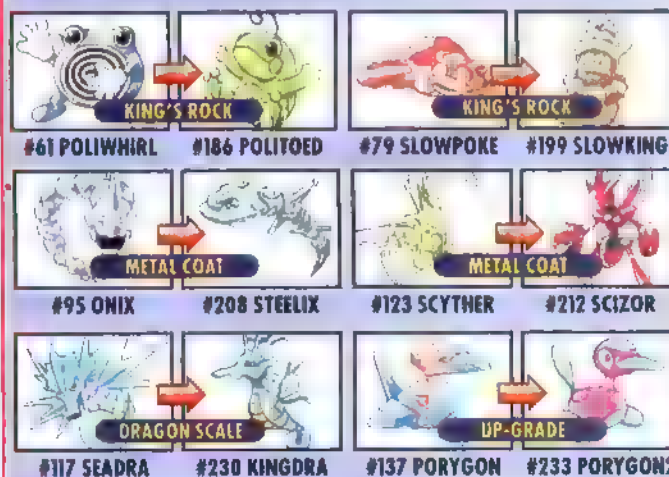
## PROF. ELM'S MEMO

Link Trade Evolution

## Trade Evolution



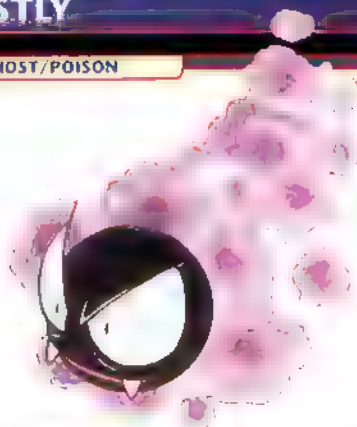
## Item Trade Evolution





# #92 GASTLY

TYPE GHOST/POISON



## LEVEL-UP ABILITIES

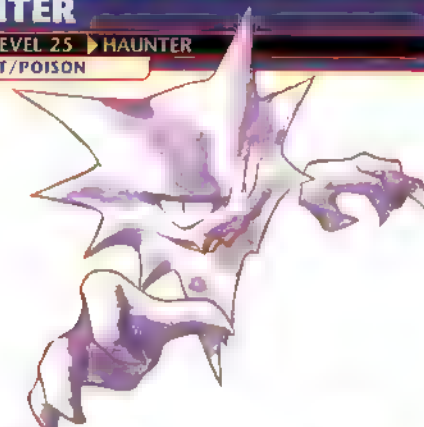
ATTACK	TYPE	BA	AC	PP	#92	#93	#94
HYPNOSIS	PSY	-	60	20	-	-	-
LICK	GHO	■	100	30	-	-	-
SPITE	GHO	-	100	10	8	8	8
MEAN LOOK	NRM	-	100	5	13	13	13
CURSE	???	-	-	10	16	16	16
NIGHT SHADE	GHO	-	100	15	21	21	21
CONFUSE RAY	GHO	-	100	10	■	■	31
DREAM EATER	PSY	100	100	15	33	39	39
DESTINY BOND	GHO	-	-	5	36	48	48

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#92	#93	#94
01	DYNAMIC PUNCH	FTG	100	50	5			●
02	HEAD BUTT	NRM	70	100	15			●
03	CURSE	???	-	-	10	●	●	●
06	TOXIC	PSN	-	■	10	●	●	●
07	ZAP CANNON	ELC	100	50	5	●	●	●
08	ROCK SMASH	FTG	20	100	15			●
09	PSYCH UP	NRM	-	-	10	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5			●
17	PROTECT	NRM	-	-	10	●	●	●
18	KAIN DANCE	WTR	-	-	5	●	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
25	THUNDER	ELC	120	70	■	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
29	PSYCHIC	PSY	90	100	10	●	●	●
30	SHADOW BALL	GHO	80	100	15	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
33	ICE PUNCH	ICE	75	100	15			●
34	SWAGGER	NRM	-	■	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
41	THUNDERPUNCH	ELC	75	100	15			●
42	DREAM EATER	PSY	100	100	15	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
46	THIEF	DRK	40	100	10	●	●	●
48	FIRE PUNCH	FIR	75	100	15			●
50	NIGHTMARE	GHO	-	100	15	●	●	●
54	STRENGTH	NRM	80	100	15			●

# #93 HAUNTER

GASTLY LEVEL 25 → HAUNTER  
TYPE GHOST/POISON



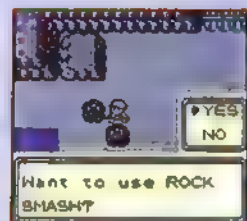
# #94 GENGAR

HAUNTER TRADE → GENGAR  
TYPE GHOST/POISON



## PROF. ELM'S MEMO

Rock Smash





# #201 UNOWN

TYPE: PSYCHIC

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#201
HIDDEN POWER	NRM	-	100	15	-

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#201
NONE						

## PROF. ELM'S MEMO

Fun With Unown



# #95 ONIX

TYPE: ROCK/GROUND

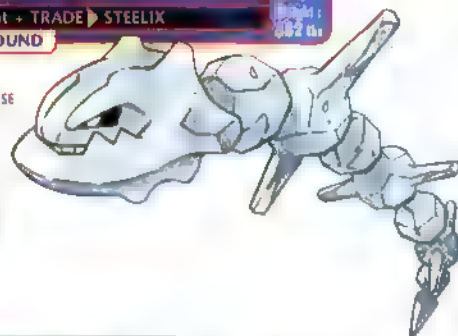
SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



# #208 STEELIX

ONIX Metal Coat + TRADE STEELIX  
TYPE: STEEL/GROUND

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#95	#208
TACKLE	NRM	35	95	35	-	-
SCREECH	NRM	-	85	40	-	-
BIND	NRM	15	75	10	10	10
ROCK THROW	RCK	50	90	15	14	14
HARDEN	NRM	-	-	80	23	23
RAGE	NRM	20	100	20	27	27
SAND STORM	RCK	-	-	10	36	36
SLAM	NRM	80	75	20	40	40
CRUNCH	DRK	80	100	15	-	49

## TM & HM ABILITIES

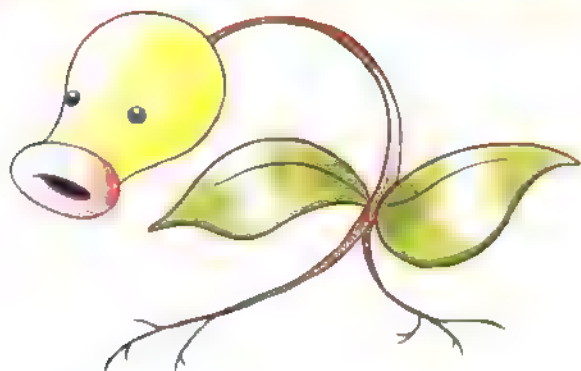
#	ATTACK	TYPE	BA	AC	PP	#95	#208
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSM	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SHORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	10	●	●
23	IRON TAIL	STL	100	75	15	●	●
24	DRAGONBREATH	DRG	60	100	20	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	10	●	●
28	DIG	GRD	60	100	10	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	-	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
HI	CUT	NRM	50	95	30	●	●
H4	STRENGTH	NRM	80	100	15	●	●



#69

## BELLSPOUR

TYPE GRASS/POISON

Height:  
4' 11"  
Weight:  
9 lbs

SPECIAL ATTACK SPECIAL DEFENSE ATTACK DEFENSE HIT POINTS SPEED



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#69	#70	#71
VINE WHIP	GRS	■	100	10	-	-	-
GROWTH	NRM	-	-	40	6	6	-
WRAP	NRM	15	85	20	11	11	-
SLEEP POWDER	GRS	-	75	15	15	15	-
POISONPOWDER	PSN	-	75	35	17	17	-
STUN SPORE	GRS	-	75	30	19	19	-
ACID	PSN	40	100	30	23	24	-
SWEET SCENT	NRM	-	100	20	30	33	-
RAZOR LEAF	GRS	55	95	25	37	42	-
SLAM	NRM	80	75	20	45	54	-

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#69	#70	#71
03	CURSE	???	-	-	10	●	●	●
04	TOXIC	PSN	-	■	10	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
12	SWEET SCENT	NRM	-	100	20	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
22	SOLARBEAM	GRS	120	100	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	■	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●	●
■	REST	PSY	-	-	■	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
H1	CUT	NRM	50	95	30	●	●	●
H5	FLASH	NRM	-	70	20	●	●	●

#70

## WEEPINBELL

BELLSPOUR LEVEL 21 ▶ WEEPINBELL

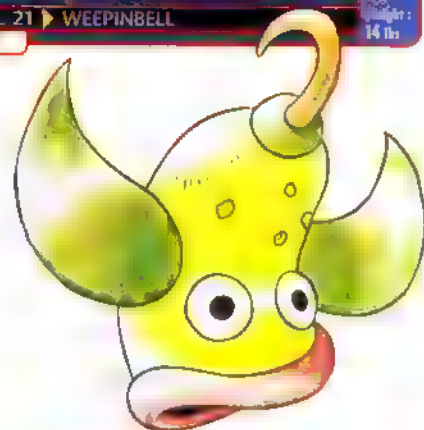
TYPE GRASS/POISON

Height:  
4' 11"  
Weight:  
14 lbs

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS SPEED

ATTACK DEFENSE



#71

## VICTREEBEL

WEEPINBELL Leaf Stone ▶ VICTREEBEL

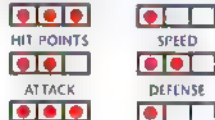
TYPE GRASS/POISON

Height:  
4' 11"  
Weight:  
34 lbs

SPECIAL ATTACK SPECIAL DEFENSE

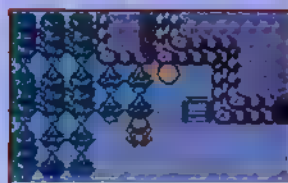
HIT POINTS SPEED

ATTACK DEFENSE



## PROF. ELM'S MEMO

Headbutt Help



GYARADOS did a HEADBUTT!



AIPOM fell out of the tree!



# #187 HOPPIP

TYPE GRASS/FLYING



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#187	#188	#189
SPLASH	NRM	-	-	10	-	-	-
SYNTHESIS	GRS	-	-	5	-	-	-
TAIL WHIP	NRM	-	100	30	5	5	5
TACKLE	NRM	35	95	35	10	10	10
POISON POWDER	PSN	-	75	35	13	13	13
STUN SPORE	GRS	-	75	30	15	15	15
SLEEP POWDER	GRS	-	75	15	17	17	17
LEECH SEED	GRS	-	90	10	22	22	22
COTTON SPORE	GRS	-	85	25	29	29	33
MEGA DRAIN	GRS	40	100	10	30	36	44

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#187	#188	#189
02	HEADBUTT	NRM	70	100	15	●	●	●
05	CURSE	???	-	-	■	●	●	●
06	TOXIC	PSN	-	85	■	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
12	SWEET SCENT	NRM	-	100	20	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
22	SOLARBEAM	GRS	120	100	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	■	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
40	DEFENSE CURL	NRM	-	-	■	●	●	●
43	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
43	FLASH	NRM	-	70	20	●	●	●

# #188 SKIPLOOM

HOPPIP LEVEL 18 ► SKIPLOOM  
TYPE GRASS/FLYING



# #189 JUMPLUFF

Skiploom LEVEL 27 ► Jumpluff  
TYPE GRASS/FLYING



## PROF. ELM'S MEMO

### Headbutt Pokémon

Pokémon indicated in black are relatively common.

	GOLD	SILVER
Wooded Area	 #10 CATERPIE  #12 BUTTERFREE  #102 EXEGGCUTE	 #13 WEEDLE  #15 BEEDRILL  #102 EXEGGCUTE
Mountain Area	 #21 SPEAROW  #190 AIPOM	 #21 SPEAROW  #190 AIPOM



#46

## PARAS

TYPE BUG/GRASS

Height:  
1'0"  
Weight:  
32 lbs

#47

## PARASECT

PARAS LEVEL 24 ▶ PARASECT

TYPE BUG/GRASS

Height:  
1'0"  
Weight:  
32 lbs

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#46	#47
SCRATCH	NRM	40	100	35	-	-
STUN SPORE	GRS	-	75	30	7	7
POISONPOWDER	PSN	-	75	35	13	13
LEECH LIFE	BUG	20	100	15	19	19
SPORE	GRS	-	100	10	25	25
SLASH	NRM	70	100	20	31	37
GROWTH	NRM	-	-	40	37	46
GIGA DRAIN	GRS	60	100	5	55	55

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#46	#47
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	■	-	-	5	●	●
12	SWEET SCENT	NRM	-	100	20	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLARBEAM	GRS	120	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
49	FURY CUTTER	BUG	■	95	20	●	●
H1	CUT	NRM	50	95	30	●	●
H5	FLASH	NRM	-	70	20	●	●



## PROF. ELM'S MEMO

## Stone Evolution

## Water Stone



#61 POLIWHIRL



#62 POLIWRATH



#90 SHELLDER



#91 CLOYSTER



#120 STARYU



#121 STARMIE



#133 Eevee



#134 VAPOREON

## Moon Stone



#30 NIDORINA



#31 NIDOQUEEN



#33 NIDORINO



#34 NIDOKING



#35 CLEFAIRY



#36 CLEFABLE



#39 JIGGLYPUFF



#40 WIGGLYTUFF

## Fire Stone



#37 VULPIX



#38 NINETALES



#58 GROWLITHE



#59 ARCANINE



#133 Eevee



#136 FLAREON

## Thunder Stone



#25 PIKACHU



#26 RAICHU



#133 Eevee



#135 JOLTEON

## Leaf Stone



#70 WEEPINBELL



#71 VICTREEBEL

## Sun Stone



#191 SUNKERN



#192 SUNFLORA



#44 GLOOM



#182 BELLOSSOM



#102 EXEGGCUTE



#103 EXEGGUTOR



#44 GLOOM



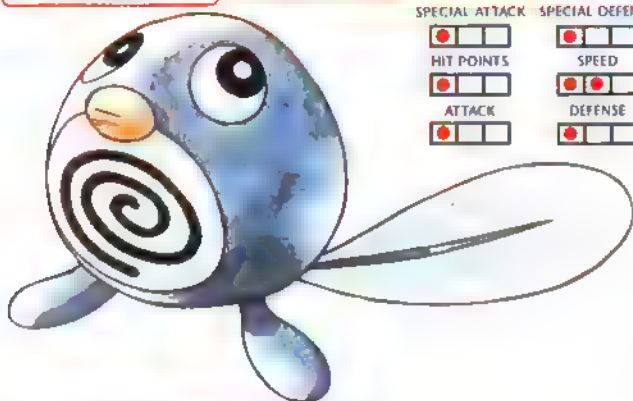
#45 VILEPLUME



# #60 POLIWAG

TYPE: WATER

Weight: 37 lbs



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#60	#61	#62	#186
BUBBLE	WTR	20	100	30	-	-	-	-
HYPNOSIS	PSY	-	60	20	7	7	-	-
WATER GUN	WTR	40	100	25	13	13	-	-
DOUBLES LAP	NRM	15	85	10	19	19	-	-
RAIN DANCE	WTR	-	-	5	25	27	-	-
BODY SLAM	NRM	85	100	15	31	35	-	-
SUBMISSION	FTG	80	80	25	-	-	35	-
PERISH SONG	NRM	-	-	5	-	-	-	35
BELLY DRUM	NRM	-	-	10	37	43	-	-
HYDRO PUMP	WTR	120	80	5	43	51	-	-
MIND READER	NRM	-	100	5	-	-	51	-
SWAGGER	NRM	-	90	15	-	-	-	51

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#60	#61	#62	#186
01	DYNAMIC PUNCH	FTG	100	50	5	-	-	●	●
02	HEAD BUTT	NRM	70	100	15	●	●	●	●
03	CURSE	???	-	-	10	●	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●	●
08	ROCK SMASH	FTG	100	100	15	●	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●	●
13	SNORE	NRM	40	100	15	●	●	●	●
14	BLIZZARD	ICE	120	70	5	●	●	-	●
15	HYPER BEAM	NRM	150	■	5	-	-	●	●
17	ICY WIND	ICE	55	95	15	●	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●	●
26	EARTHQUAKE	GRD	100	100	10	-	●	●	●
27	RETURN	NRM	-	100	20	●	●	●	●
29	PSYCHIC	PSY	90	100	10	●	●	●	●
31	MUD-SLAP	GRD	20	100	10	-	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●	●
33	ICE PUNCH	ICE	75	100	15	-	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●	●	●
43	DETECT	FTG	-	-	5	●	●	●	●
44	REST	PSY	-	-	■	●	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●	●
46	THIEF	GRD	40	100	10	●	●	●	●
H3	SURF	WTR	95	100	15	●	●	●	●
H4	STRENGTH	NRM	80	100	15	-	●	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●	●	●
H7	WATERFALL	WTR	80	100	15	●	●	●	●

# #61 POLIWHIRL

POLIWHAG LEVEL 25 ▶ POLIWHIRL

TYPE: WATER

Weight: 64 lbs

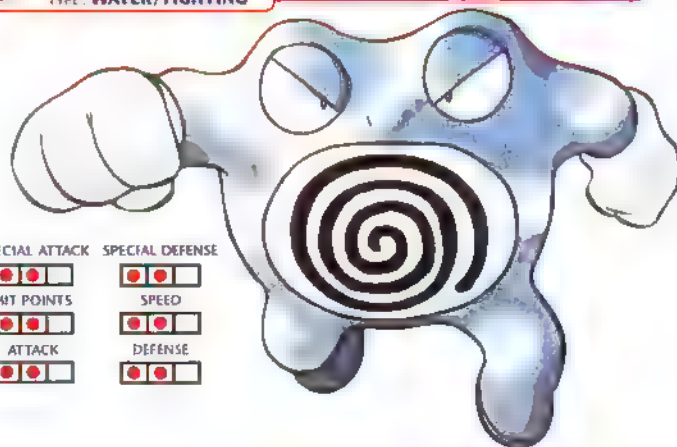


# #62 POLIWRATH

POLIWHIRL Water Stone ▶ POLIWRATH

TYPE: WATER/FIGHTING

Weight: 119 lbs

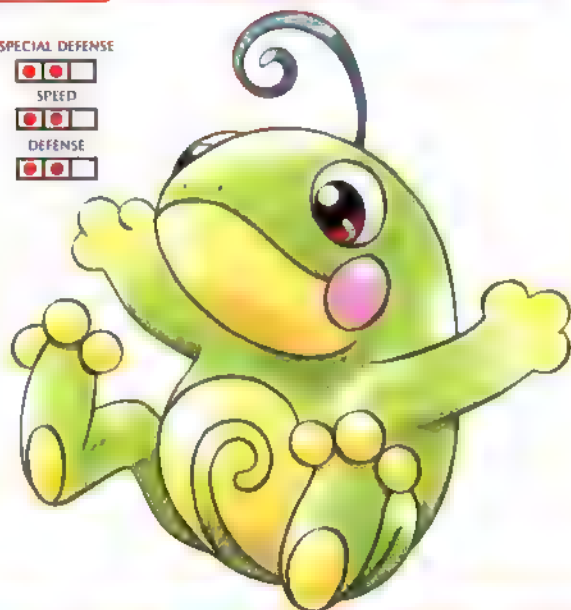


# #186 POLITOED

POLIWHIRL King's Rock + TRADE ▶ POLITOED

TYPE: WATER

Weight: 73 lbs





## #129 MAGIKARP

TYPE: WATER

SPECIAL ATTACK  
HIT POINTS  
ATTACK

SPECIAL DEFENSE  
SPEED  
DEFENSE

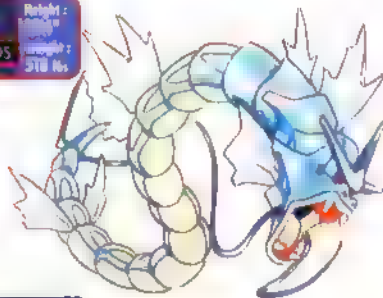


## #130 GYARADOS

MAGIKARP, LEVEL 20 → GYARADOS  
TYPE: WATER/FLYING

SPECIAL ATTACK  
HIT POINTS  
ATTACK

SPECIAL DEFENSE  
SPEED  
DEFENSE



### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#129	#130
SPLASH	NRM	-	-	40	-	-
TACKLE	NRM	35	95	35	15	-
FLAIL	NRM	-	100	15	30	-
THRASH	NRM	90	100	20	-	-
BITE	DRK	-	100	25	-	20
DRAGON RAGE	DRG	-	100	10	-	25
LEER	NRM	-	100	30	-	30
TWISTER	DRG	40	100	20	-	35
HYDRO PUMP	WTR	120	80	5	-	40
RAIN DANCE	WTR	-	-	5	-	45
HYPER BEAM	NRM	150	90	5	-	50

### TM & HM ABILITIES

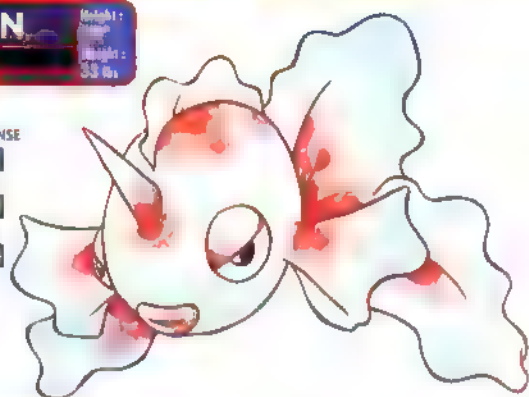
#	ATTACK	TYPE	BA	AC	PP	#129	#130
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
24	DRAGONBREATH	DRG	60	100	20	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
44	REST	PSY	-	-	10	●	●
41	ATTRACT	NRM	-	100	15	●	●
H3	SURF	WTR	95	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●
H7	WATERFALL	WTR	80	100	15	●	●

## #118 GOLDEEN

TYPE: WATER

SPECIAL ATTACK  
HIT POINTS  
ATTACK

SPECIAL DEFENSE  
SPEED  
DEFENSE



## #119 SEAKING

GOLDEEN, LEVEL 33 → SEAKING  
TYPE: WATER

SPECIAL ATTACK  
HIT POINTS  
ATTACK

SPECIAL DEFENSE  
SPEED  
DEFENSE



### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#118	#119
PECK	FLY	35	100	35	-	-
TAIL WHIP	NRM	-	100	30	-	-
SUPERSONIC	NRM	-	55	200	10	10
HORN ATTACK	NRM	65	100	25	15	15
FLAIL	NRM	-	100	15	24	24
FURY ATTACK	NRM	15	85	20	29	29
WATERFALL	WTR	80	100	15	38	41
HORN DRILL	NRM	-	30	5	43	49
AGILITY	PSY	-	-	30	52	61

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#118	#119
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H3	SURF	WTR	95	100	15	●	●
H7	WATERFALL	WTR	80	100	15	●	●



#79

# SLOWPOKE

TYPE: WATER/PSYCHIC



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#79	#80	#199
CURSE	???	-	-	■	-	-	-
TACKLE	NRM	35	95	■	-	-	-
GROWL	NRM	-	100	40	-	6	6
WATER GUN	WTR	■	100	25	15	■	15
CONFUSION	PSY	■	100	■	20	20	20
DISABLE	NRM	-	55	20	29	29	29
HEADBUTT	NRM	70	100	15	34	34	34
WITHDRAW	WTR	-	-	40	-	37	-
AMNESIA	PSY	-	-	20	43	46	-
SWAGGER	NRM	-	90	15	-	-	43
PSYCHIC	PSY	■	100	10	■	54	48

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#79	#80	#199
■	DYNAMICPUNCH	FTG	100	50	5	-	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
■	TOXIC	PSN	-	85	10	●	●	●
07	ZAP CANNON	ELC	100	50	5	●	●	●
08	ROCK SMASH	FTG	20	100	15	-	●	●
■	PSYCH UP	NRM	-	-	10	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
14	BLIZZARD	ICE	120	70	5	●	●	●
15	HYPER BEAM	NRM	150	90	5	-	●	●
16	ICY WIND	ICE	55	95	15	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
■	DIG	GRD	60	100	10	●	●	●
■	PSYCHIC	PSY	90	100	10	●	●	●
30	SHADOW BALL	GHO	80	100	15	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
33	ICE PUNCH	■	75	100	15	-	●	●
■	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
■	FIRE BLAST	FIR	120	85	5	●	●	●
39	SWIFT	NRM	60	-	20	●	●	●
42	DREAM EATER	PSY	100	100	15	●	●	●
44	REST	PSY	-	-	10	●	●	●
■	ATTRACT	NRM	-	100	15	●	●	●
49	FURY CUTTER	BUG	10	95	20	-	●	●
50	NIGHTMARE	GHO	-	100	15	●	●	●
■	SURF	WTR	95	100	15	●	●	●
H4	STRENGTH	NRM	80	100	15	●	●	●
H5	FLASH	NRM	-	70	■	●	●	●
H6	WHIRLPOOL	WTR	15	70	15	-	●	●

#80

# SLOWBRO

SLOWPOKE LEVEL 37 ▶ SLOWBRO

TYPE: WATER/PSYCHIC



#199

# SLOWKING

SLOWBRO King's Rock + TRADE ▶ SLOWKING

TYPE: WATER/PSYCHIC





#43

## ODDISH

TYPE: GRASS/POISON

Weight:  
12 lbs

SPECIAL ATTACK SPECIAL DEFENSE ATTACK DEFENSE HIT POINTS SPEED

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#43	#44	#45	#182
ABSORB	GRS	■	100	■				
SWEET SCENT	NRM	-	100	20	7	7	-	-
POISON POWDER	PSN	-	75	35	14	14		
STUN SPORE	GRS	-	75	30	16	16		
SLEEP POWDER	GRS	-	75	15	18	18		
ACID	PSN	40	100	30	23	24		
MOON LIGHT	NRM	-	-	5	32	35		
PETAL DANCE	GRS	70	100	20	39	44		
SOLAR BEAM	GRS	120	100	10				55

## TM &amp; HM ABILITIES

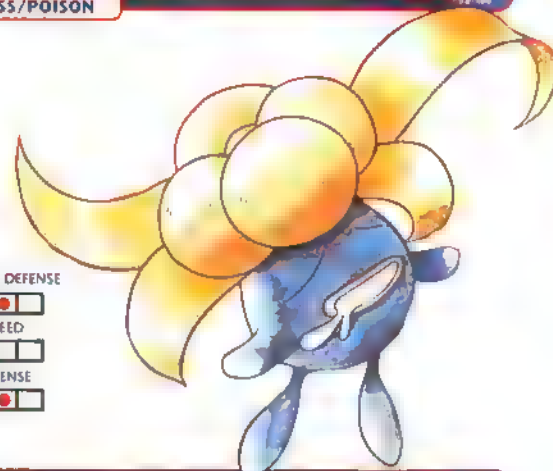
#	ATTACK	TYPE	BA	AC	PP	#43	#44	#45	#182
03	CURSE	???	-	-	10	●	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●	●
10	HIDDEN POWER	NRM	-	100	■	●	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●	●
12	SWEET SCENT	NRM	-	100	20	●	●	●	●
13	SHORE	NRM	40	100	15	●	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●	●
22	SOLAR BEAM	GRS	120	100	■	●	●	●	●
27	RETURN	NRM	-	100	20	●	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●	●
34	SWAGGER	NRM	-	■	15	●	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●	●	●
44	REST	PSY	-	-	■	●	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●	●
H1	CUT	NRM	50	95	30	●	●	●	●
H5	FLASH	NRM	-	■	20	●	●	●	●

#44

## GLOOM

ODDISH LEVEL 21 ► GLOOM

TYPE: GRASS/POISON

Weight:  
12 lbs

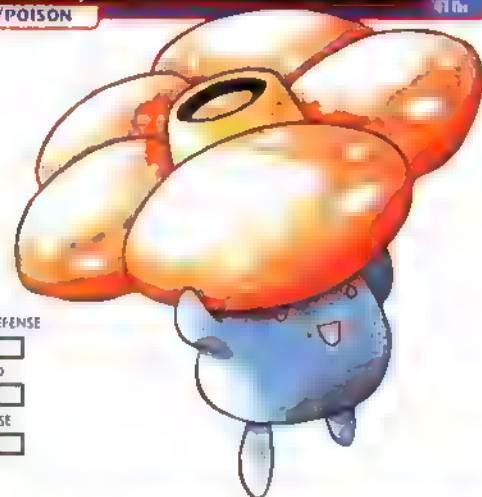
SPECIAL ATTACK SPECIAL DEFENSE

#45

## VILEPLUME

GLOOM Leaf Stone ► VILEPLUME

TYPE: GRASS/POISON

Weight:  
41 lbs

SPECIAL ATTACK SPECIAL DEFENSE

#182

## BELLOSSOM

GLOOM Sun Stone ► BELLOSSOM

TYPE: GRASS

Weight:  
13 lbs

SPECIAL ATTACK SPECIAL DEFENSE



# #96 DROWZEE

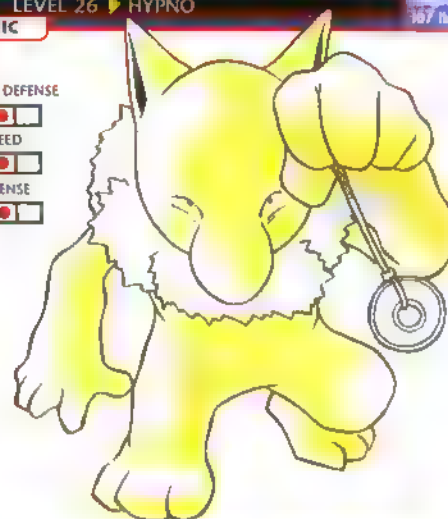
TYPE: PSYCHIC



SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

# #97 HYPNO

DROWZEE LEVEL 26 HYPNO  
TYPE: PSYCHIC



SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

## LEVEL-UP ABILITIES

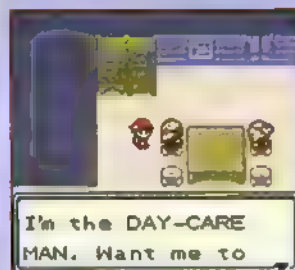
ATTACK	TYPE	BA	AC	PP	#96	#97
POUND	NRM	40	100	35	-	-
HYPNOSIS	PSY	-	60	20	-	-
DISABLE	NRM	-	55	10	■	10
CONFUSION	PSY	50	100	25	18	18
HEADBUTT	NRM	70	100	15	25	■
POISON GAS	PSN	-	55	40	31	33
MEDITATE	PSY	-	10	36	40	40
PSYCHIC	PSY	■	100	10	40	49
PSYCH UP	NRM	-	-	10	43	55
FUTURE SIGHT	PSY	■	90	■	45	60

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#96	#97
01	DYNAMICPUNCH	FTG	100	■	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	■	5	●	●
09	PSYCH ■	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
■	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
■	PSYCHIC	PSY	■	100	10	●	●
30	SHADOW BALL	GHO	■	100	15	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	■	15	●	●
■	SLEEP TALK	NRM	-	-	10	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
■	DREAM EATER	PSY	100	100	15	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●
50	NIGHTMARE	GHO	-	100	15	●	●
HS	FLASH	NRM	-	70	10	●	●

## PROF. ELM'S MEMO

### Pokémon Eggs



### Check the Message



- It appears to care for other Pokémon
- It shows interest in the other Pokémon
- It's friendly with the other Pokémon

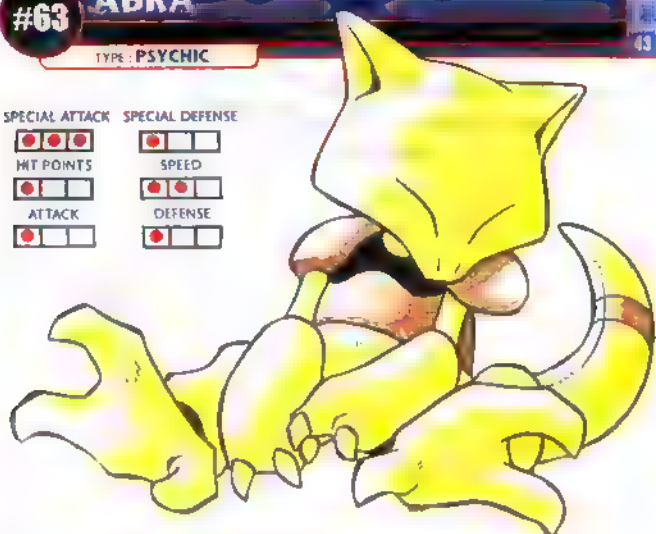


- It's brimming with energy
- It has no interest in the other Pokémon

#63

## ABRA

TYPE: PSYCHIC

Weight:  
43 lbs

## LEVEL-UP ABILITIES

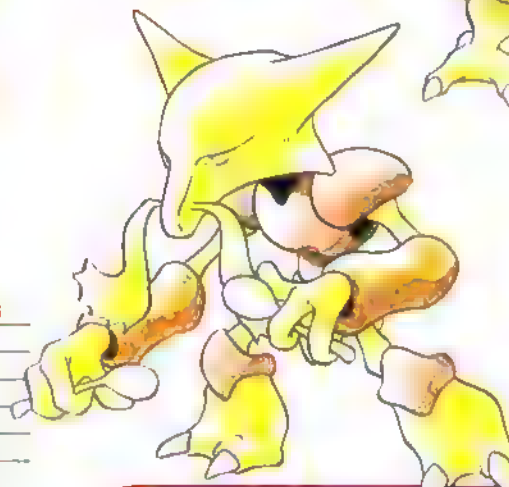
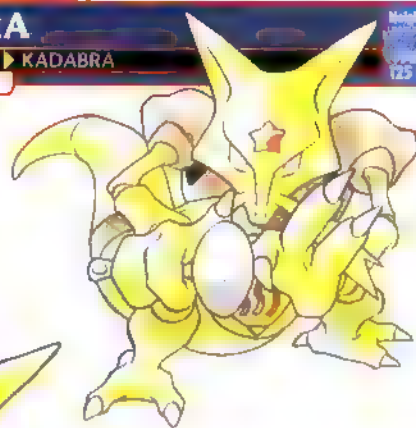
ATTACK	TYPE	BA	AC	PP	#63	#64	#65
TELEPORT	PSY	-	-	15	-	-	-
KINESIS	PSY	-	100	15	-	-	-
CONFUSION	PSY	100	100	15	-	16	16
DISABLE	NRM	-	55	20	-	18	18
PSYBEAM	PSY	65	100	20	-	21	21
RECOVER	NRM	-	-	20	-	26	26
FUTURE SIGHT	PSY	100	100	15	-	31	31
PSYCHIC	PSY	90	100	15	-	38	38
REFLECT	PSY	-	-	20	-	45	45

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#63	#64	#65
01	DYNAMICPUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
06	TOXIC	PSN	-	100	10	●	●	●
07	ZAP CANNON	ELC	100	5	5	●	●	●
09	PSYCH UP	NRM	-	-	10	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
28	DIG	GRD	60	100	10	●	●	●
29	PSYCHIC	PSY	90	100	10	●	●	●
30	SHADOW BALL	GHO	80	100	15	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
33	ICE PUNCH	ICE	75	100	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
38	THUNDERPUNCH	ELC	75	100	15	●	●	●
42	DREAM EATER	PSY	100	100	15	●	●	●
43	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	10	●	●	●
46	THIEF	DRK	100	100	10	●	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●	●
50	NIGHTMARE	GHO	-	100	15	●	●	●
51	FLASH	NRM	-	70	10	●	●	●

#64

## KADABRA

ABRA LEVEL 16 ▶ KADABRA  
TYPE: PSYCHICWeight:  
125 lbs

#85

## ALAKAZAM

KADABRA TRADE ▶ ALAKAZAM  
TYPE: PSYCHICWeight:  
100 lbs

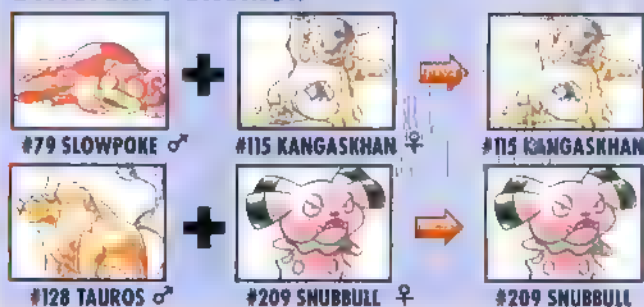
## PROF. ELM'S MEMO

## Pokémon Pairing

## Same Pokémon



## Different Pokémon





# #132 DITTO

TYPE NORMAL

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#132
TRANSFORM	NRM	-	-	10	-

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#132
NONE						



## PROF. ELM'S MEMO

Pokémon Egg—Ditto

### Neuter



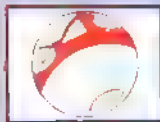
#81 MAGNETITE



#82 MAGNETON



#132 DITTO



#100 VOLTORB



#101 ELECTRODE



#120 STARYU



#121 STARMIE



### Ditto

# #204 PINECO

TYPE BUG

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>



# #205 FORRETRESS

PINECO LEVEL 31 → FORRETRESS  
TYPE BUG/STEEL

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#204	#205
TACKLE	NRM	35	95	35	-	-
PROTECT	NRM	-	-	10	-	-
SELFDESTRUCT	NRM	200	100	5	8	8
TAKE DOWN	NRM	85	20	15	15	15
RAPID SPIN	NRM	20	100	40	22	22
BIDE	NRM	-	100	29	29	29
EXPLOSION	NRM	250	100	5	36	39
SPIKES	GRD	-	43	49	43	49
DOUBLE-EDGE	NRM	120	100	15	50	59

## TM & HM ABILITIES

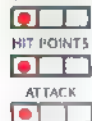
#	ATTACK	TYPE	BA	AC	PP	#204	#205
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
12	SWEET SCENT	NRM	-	100	20	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLARBEAM	GRS	120	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	100	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
40	DEFENSE CURL	NRM	-	-	100	●	●
44	REST	PSY	-	-	10	●	●
49	ATTRACT	NRM	-	100	15	●	●
84	STRENGTH	NRM	80	100	15	●	●

## #29 NIDORAN ♀

TYPE: POISON

Height: 1'4"  
Weight: 25 lbs

SPECIAL ATTACK SPECIAL DEFENSE



### LEVEL UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#29	#30	#31
GROWL	NRM	-	100	10	-	-	-
TACKLE	NRM	35	95	35	-	-	-
SCRATCH	NRM	40	100	35	8	8	-
DOUBLE KICK	FTG	30	100	30	12	12	-
POISON STING	PSN	15	100	35	17	19	-
BODY SLAM	NRM	85	100	15	-	-	23
TAIL WHIP	NRM	-	100	30	23	27	-
BITE	DRK	60	100	25	30	36	-
FURY SWIPES	NRM	18	80	15	38	46	-

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#29	#30	#31
01	DYNAMIC PUNCH	FTG	100	50	5	-	-	●
02	HEAD BUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
05	ROAR	NRM	-	100	20	-	-	●
06	TOXIC	PSN	-	85	10	●	●	●
08	ROCK SMASH	FTG	20	100	15	-	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
14	BLIZZARD	ICE	120	70	5	●	●	●
15	HYPER BEAM	NRM	150	90	5	-	●	●
16	ICY WIND	ICE	55	95	15	-	●	●
17	PROTECT	NRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●
25	THUNDER	ELC	120	70	10	●	●	●
26	EARTHQUAKE	GRD	100	100	10	-	●	●
27	RETURN	NRM	-	100	20	●	●	●
30	SHADOW BALL	GHO	80	100	15	-	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
33	ICE PUNCH	ICE	75	100	15	-	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
37	SANDSTORM	RCK	-	-	10	-	●	●
38	FIRE BLAST	FIR	120	85	5	-	●	●
40	DEFENSE CURL	NRM	-	-	10	●	●	●
41	THUNDERPUNCH	ELC	75	100	15	-	●	●
43	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
46	THIEF	DRK	40	100	10	●	●	●
47	FIRE PUNCH	FIR	75	100	15	-	●	●
48	FURY CUTTER	BUG	10	95	20	-	●	●
49	SURF	WTR	95	100	15	-	●	●
54	STRENGTH	NRM	80	100	15	-	●	●

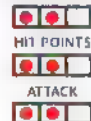
## #30 NIDORINA

NIDORAN ♀ LEVEL 16 ▶ NIDORINA

TYPE: POISON

Height: 1'4"  
Weight: 44 lbs

SPECIAL ATTACK SPECIAL DEFENSE



SPECIAL ATTACK SPECIAL DEFENSE



## #31 NIDOQUEEN

NIDORINA Moon Stone ▶ NIDOQUEEN

TYPE: POISON/GROUND

Height: 1'32"  
Weight: 132 lbs



## PROF. ELM'S MEMO

### Pokémon Egg-ceptions

#### No Eggs



UNKNOWN



IGGLYBUFF



TOGETI



CLEFFA



TYROGUE



SMOOCHUM



EVEE



MAGBY



ARTICUNO



ZAPDOS



MOLTRES



MEWTWO



MEW



RAIKOU



ENTEI



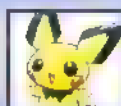
SUICUNE



NIDORINA



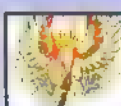
NIDOQUEEN



PICHU



LUGIA



HO-OH



## #32 NIDORAN ♀

TYPE: POISON

Height: 0'11"  
Weight: 20 lbs

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS

ATTACK

SPEED

DEFENSE



### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#32	#33	#34
LEER	NRM	-	100	30	-	-	-
TACKLE	NRM	35	95	35	-	-	-
HORN ATTACK	NRM	65	100	25	8	8	-
DOUBLE KICK	FTG	30	100	30	12	12	-
POISON STING	PSN	15	100	35	17	17	-
THRASH	NRM	90	100	10	-	-	23
FOCUS ENERGY	NRM	-	-	30	23	27	-
FURY ATTACK	NRM	15	85	25	30	36	-
HORN DRILL	NRM	-	100	5	38	46	-

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#32	#33	#34
01	DYNAMICPUNCH	FTG	100	50	5	-	-	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
05	ROAR	NRM	-	100	20	-	-	●
06	TOXIC	PSN	-	85	10	●	●	●
07	ROCK SMASH	FTG	25	100	15	-	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
14	BLIZZARD	ICE	120	70	5	●	●	●
15	HYPER BEAM	NRM	150	90	5	-	-	●
16	ICY WIND	ICE	55	95	15	-	-	●
17	PROTECT	NRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●
24	THUNDER	ELC	120	70	10	●	●	●
26	EARTHQUAKE	GRD	100	100	10	-	-	●
27	RETURN	NRM	-	100	20	●	●	●
30	SHADOW BALL	GHO	80	100	15	-	-	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
33	ICE PUNCH	ICE	75	100	15	-	-	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
37	SANDSTORM	RCK	-	-	10	-	-	●
38	FIRE BLAST	FIR	120	100	5	-	-	●
40	DEFENSE CURL	NRM	-	-	10	●	●	●
41	THUNDERPUNCH	ELC	75	100	15	-	-	●
43	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
46	THIEF	DRK	40	100	10	●	●	●
47	FIRE PUNCH	FIR	75	100	15	-	-	●
49	FURY CUTTER	BUG	10	95	20	-	-	●
53	SURF	WTR	95	100	15	-	-	●
54	STRENGTH	NRM	80	100	15	-	-	●

## #33 NIDORINO

NIDORAN♂ LEVEL 16 → NIDORINO

TYPE: POISON

Height: 1'04"  
Weight: 43 lbs

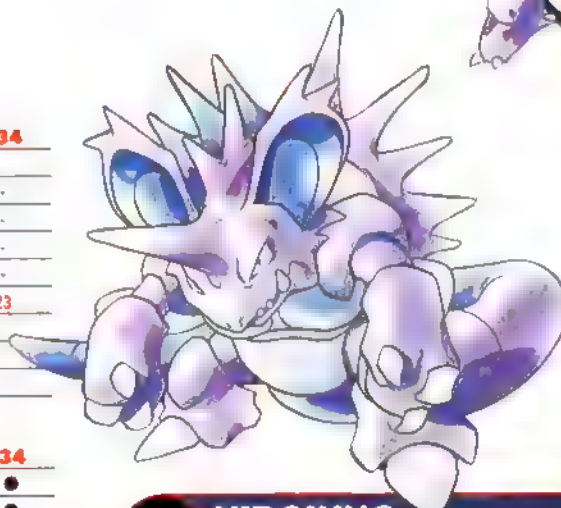
SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS

ATTACK

SPEED

DEFENSE



SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS

ATTACK

SPEED

DEFENSE

## #34 NIDOKING

NIDORINO Moon Stone → NIDOKING

TYPE: POISON/GROUND

Height: 1'17"  
Weight: 137 lbs



## PROF. ELM'S MEMO

### Pokémon Genders

#### Female Pokémon



NIDORAN♀ NIDORINA NIDOQUEEN JYNX SMOOCHUM



KANGASKHAN MILTANK CHANSEY BLISSEY

#### Male Pokémon



TAUROS HITMONLEE HITMONCHAN



HITMONTOP TYROGUE NIDORAN♂ NIDORINO NIDOKING





# #102 EXEGGCUTE

Height: 1'10"  
Weight: 14 lbs

TYPE GRASS/PSYCHIC



# #103 EXEGGUTOR

Height: 1'10"  
Weight: 265 lbs

EXEGGCUTE Leaf Stone EXEGGUTOR  
TYPE GRASS/PSYCHIC



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#102	#103
BARRAGE	NRM	15	11	20	-	-
HYPNOSIS	PSY	-	-	20	-	-
REFLECT	PSY	-	-	20	7	-
LEECH SEED	GRS	-	90	-	13	-
CONFUSION	PSY	11	100	25	19	-
STOMP	NRM	65	100	20	-	19
STUN SPORE	GRS	-	75	-	25	-
POISON POWDER	PSN	-	75	35	31	-
EGG BOMB	NRM	100	75	10	-	31
SLEEP POWDER	GRS	-	75	15	37	-
SOLAR BEAM	GRS	120	100	-	43	-

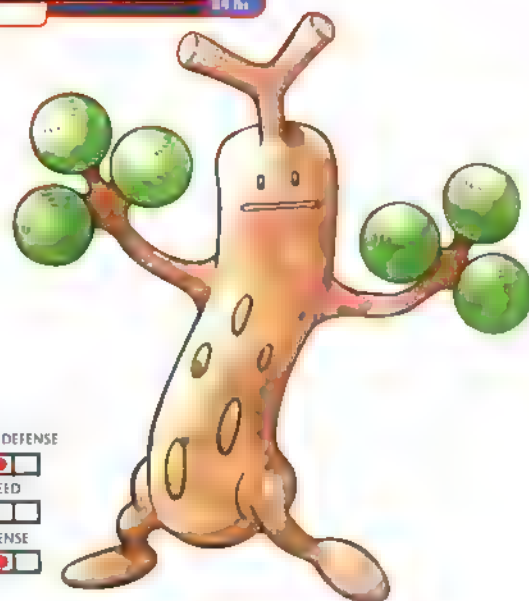
## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#102	#103
02	HEADBUTT	NRM	70	100	15	-	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
09	PSYCH UP	NRM	-	-	10	●	●
11	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	---	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	-	●
17	PROTECT	NRM	-	-	10	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLAR BEAM	GRS	120	100	-	●	●
27	RETURN	NRM	-	100	20	●	●
29	PSYCHIC	PSY	11	100	-	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
42	DREAM EATER	PSY	100	100	15	●	●
43	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
45	THIEF	DRK	40	100	10	●	●
47	NIGHTMARE	GHO	-	100	15	●	●
48	STRENGTH	NRM	110	100	15	●	●
48	FLASH	NRM	-	70	20	●	●

# #185 SUDOWOODO

Height: 1'10"  
Weight: 14 lbs

TYPE ROCK



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#185
ROCK THROW	RCK	50	90	15	-
MIMIC	NRM	-	100	10	-
FLAIL	NRM	-	100	11	11
LOW KICK	FTG	50	90	20	11
ROCK SLIDE	RCK	75	90	10	28
FAINT ATTACK	DRK	60	-	20	37
SLAM	NRM	80	75	20	46

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#185
01	DYNAMICPUNCH	FTG	100	50	5	●
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	---	-	-	10	●
04	ROLLOUT	RCK	30	90	20	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
28	DIG	GRD	110	100	10	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
33	ICE PUNCH	ICE	75	100	-	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	-	●
40	DEFENSE CURL	NRM	-	-	40	●
41	THUNDERPUNCH	ELC	75	100	15	●
43	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
48	FIRE PUNCH	FIR	75	100	15	●
48	STRENGTH	NRM	80	100	15	●

# #202 WOBBUFFET

TYPE PSYCHIC

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#202
COUNTER	FTG	-	100	20	-
MIRROR COAT	PSY	-	100	20	-
SAFEGUARD	NRM	-	-	25	-
DESTINY BOND	GHO	-	-	5	-

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#202
NONE						



# #48 VENONAT

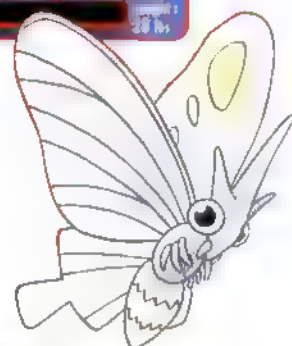
TYPE BUG/POISON

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

# #49 VENOMOTH

VENONAT LEVEL 31 VENOMOTH  
TYPE BUG/POISON

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#48	#49
TACKLE	NRM	35	95	35	-	-
DISABLE	NRM	-	55	20	-	-
FORESIGHT	NRM	-	100	40	-	-
SUPERSONIC	NRM	-	55	20	9	9
CONFUSION	PSY	50	100	25	17	17
POISONPOWDER	PSN	-	75	35	20	20
LEECH LIFE	BUG	20	100	15	25	25
STUN SPORE	GRS	-	75	■	28	28
GUST	FLY	40	100	35	31	31
PSYBEAM	PSY	■	100	20	33	36
SLEEP POWDER	GRS	-	75	15	36	42
PSYCHIC	PSY	90	100	10	41	52

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#48	#49
03	CURSE	???	-	-	■	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	■	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
12	SWEET SCENT	NRM	-	100	■	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	■	5	●	●
17	PROTECT	NRM	-	-	10	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
■	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLARBEAM	GRS	120	100	10	●	●
27	RETURN	NRM	-	100	■	●	●
29	PSYCHIC	PSY	■	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
39	SWIFT	NRM	60	-	20	●	●
■	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
■	THIEF	DRK	40	100	10	●	●
H5	FLASH	NRM	-	70	■	●	●

## PROF. ELM'S MEMO

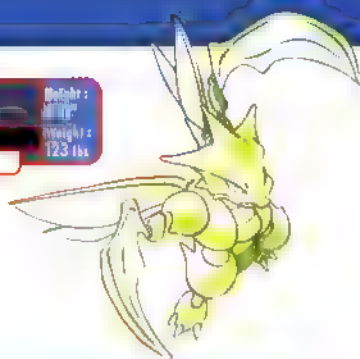
### Time Capsule

ITEM	POKéMON THAT MAY CARRY THE ITEM
BERRY	ARBOK, BELLSPOUT, CATERPIE, CUBONE, DIGLETT, DODUO, DROWZEE, EKANS, EXEGGUTE, FEAROW, GASTLY, GEODUDE, GLOOM, GOLBAT, GRAVELER, GRIMER, GROWLITHE, HAUNTER, KADABRA, KAKUNA, KOFFING, MACHOKE, MAGIKARP, MAGNEMITE, MANKEY, MEOWTH, METAPOD, NIDORINA, NIDORINO, ODDISH, PARAS, PIDGEOTTO, PIDGEY, PIKACHU (R,B), POLIWAG, POLIWHIRL, PONYTA, PSYDUCK, RATICATE, RATTATA, RHYHORN, SANDSHREW, SANDSLASH, SEEL, SHELDER, SLOWPOKE, SPEAROW, TENTACOO, VENONAT, VOLTORB, VULPIX, WEEDLE, WEEPINBELL, ZUBAT
BITTER BERRY	AERODACTYL, BULBASUR, CHARMANDER, DODRIO, DRAGONAIR, DRATINI, EEEVEE, ELECTABUZZ, FARFETCH'D, GYARADOS, HITMONCHAN, HITMONLEE, JYNX, KABUTO, KANGASKHAN, LAPRAS, LICKITUNG, MAGMAR, MEW, MR. MIME, OMANYTE, ONIX, PINSIR, PORYGON, SCYTHER, SQUIRTLE, TANGELA, TAUROS
BRICK PIECE	MACHOP
BRIGHT POWDER	ARTICUNO, MEWTWO, MOLTRES, ZAPDOS
GOLD BERRY	DUGTRIO, WIGGLYTUFF
GOLD LEAF	DEWGONG, GOLDDUCK, HYPNO, MAROWAK, MUK, PARASECT, PRIMEAPE, RAICHU, SEADRA, SLOWBRO, VENOMOTH
LEFTOVERS	CLEFABLE, SNORLAX
LIGHT BALL	PIKACHU (GET FROM PROF. OAK IN YELLOW VERSION)
LUCKY PUNCH	CHANSEY
METAL POWDER	DITTO
MYSTERY BERRY	CLEFAIRY
POLKADOT BOW	JIGGLYPUFF
PROTEIN	DRAGONAIR (WILD IN YELLOW VERSION)
SILVER LEAF	ELECTRODE, KINGLER, MAGNETON, RAPIDASH, RHYDON, SEAKING, TENTACRUEL, WEEZING
TWISTED SPOON	KADABRA (WILD IN YELLOW VERSION)
TM 09/PSYCH UP	ABRA
TM 33/ICE PUNCH	GOLDEEN, HORSEA, KRABBY, STARYU
TM 43/DETECT	NIDORAN ♀, NIDORAN ♂



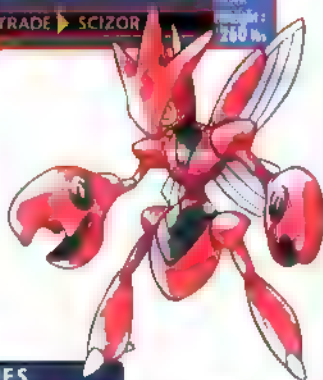
# #123 SCYTHER

TYPE: BUG/FLYING



# #212 SCIZOR

SCYTHER Metal Coat + TRADE → SCIZOR  
TYPE: BUG/STEEL



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#123	#212
QUICK ATTACK	NRM	40	100	30	-	-
LEER	NRM	-	100	30	-	-
FOCUS ENERGY	NRM	-	-	30	6	6
PURSUIT	DRK	40	100	20	12	■
FALSE SWIPE	NRM	40	100	40	18	18
AGILITY	PSY	-	-	30	24	24
WING ATTACK	FLY	60	100	35	30	-
METAL CLAW	STL	50	95	35	-	30
SLASH	NRM	70	100	20	36	36
SWORDS DANCE	NRM	-	-	30	42	42
DOUBLE TEAM	NRM	-	-	15	48	48

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#123	#212
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	RCK	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	11	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	■	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
47	STEEL WING	STL	70	90	25	●	●
49	FURY CUTTER	BUG	10	95	20	●	●
H1	CUT	NRM	50	95	30	●	●
H4	STRENGTH	NRM	80	100	15	●	●

# #127 PINSIR

TYPE: BUG



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#127
VICEGRIP	NRM	55	100	30	-
FOCUS ENERGY	NRM	-	-	30	7
BIND	NRM	15	75	20	13
SEISMIC TOSS	FTG	-	100	20	19
HARDEN	NRM	-	-	30	25
GUILLOTINE	NRM	-	30	5	31
SUBMISSION	FTG	80	80	25	37
SWORDS DANCE	NRM	-	-	30	43

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#127
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	RCK	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
15	HYPER BEAM	NRM	150	90	5	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
27	RETURN	NRM	-	100	20	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
49	FURY CUTTER	BUG	10	95	20	●
H1	CUT	NRM	50	95	30	●
H4	STRENGTH	NRM	80	100	15	●

# #214 HERACROSS

TYPE: BUG/FIGHTING

Height: 4'11"  
Weight: 119 lbs



SPECIAL ATTACK SPECIAL DEFENSE ATTACK DEFENSE HIT POINTS SPEED

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#214
TACKLE	NRM	35	95	35	-
LEER	NRM	-	100	30	-
HORN ATTACK	NRM	65	100	25	6
ENDURE	NRM	-	-	10	12
FURY ATTACK	NRM	15	85	20	19
COUNTER	FTG	-	100	20	27
TAKE DOWN	NRM	90	85	20	35
REVERSAL	FTG	-	100	15	44
MEGAHORN	BUG	120	85	10	54

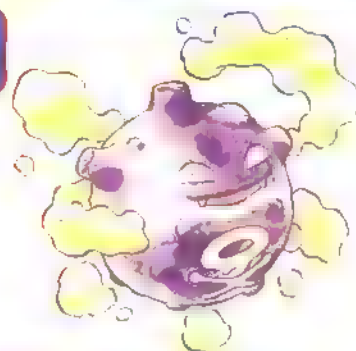
## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#214
03	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
06	ROCK SMASH	RCK	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
33	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	100	100	10	●
49	FURY CUTTER	BUG	10	95	20	●
51	CUT	NRM	50	95	30	●
54	STRENGTH	NRM	80	100	15	●

# #109 KOFFING

TYPE: POISON

Height: 2'10"  
Weight: 2 lbs



SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS SPEED  
ATTACK DEFENSE

# #110 WEEZING

KOFFING LEVEL 35 WEEZING  
TYPE: POISON

Height: 2'10"  
Weight: 2 lbs



SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS SPEED  
ATTACK DEFENSE

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#109	#110
POISON GAS	PSN	-	55	40	-	-
TACKLE	NRM	35	95	35	-	-
SMOG	PSN	20	70	20	9	9
SELFDESTRUCT	NRM	200	100	5	17	17
SLUDGE	PSN	65	100	20	21	21
SMOKESCREEN	NRM	-	100	20	25	25
HAZE	ICE	-	-	30	33	33
EXPLOSION	NRM	250	100	5	41	44
DESTINY BOND	GHO	-	-	5	45	51

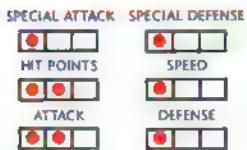
## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#109	#110
03	CURSE	???	-	-	10	●	●
11	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●



# #88 GRIMER

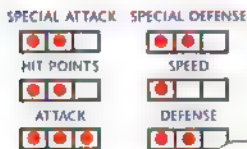
TYPE: POISON



# #89 MUK

GRIMER LEVEL 38 → MUK

TYPE: POISON



## LEVEL-UP ABILITIES

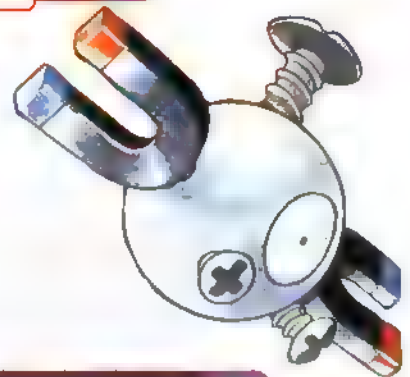
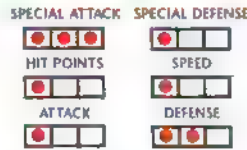
ATTACK	TYPE	BA	AC	PP	#88	#89
POISON GAS	PSN	-	55	10	-	-
POUND	NRM	40	100	35	-	-
HARDEN	NRM	-	-	30	5	33
DISABLE	NRM	-	55	20	10	37
SLUDGE	PSN	65	100	20	16	43
MINIMIZE	NRM	-	-	20	23	45
SCREECH	NRM	-	11	40	31	45
ACID ARMOR	PSN	-	-	40	40	45
SLUDGE BOMB	PSN	90	100	10	50	60

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#88	#89
01	DYNAMICPUNCH	FTG	100	50	5	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	11	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	10	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
18	GIGA DRAIN	GRS	11	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	11	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
37	FIRE BLAST	FIR	120	85	5	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRM	40	100	10	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●

# #81 MAGNETITE

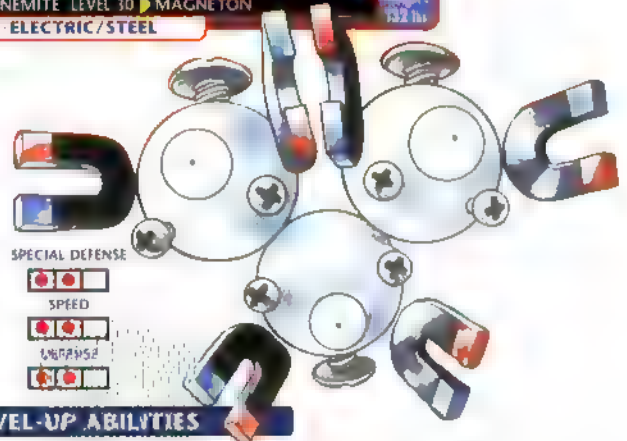
TYPE: ELECTRIC/STEEL



# #82 MAGNETON

MAGNETITE LEVEL 30 → MAGNETON

TYPE: ELECTRIC/STEEL



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#81	#82
TACKLE	NRM	35	95	35	-	-
THUNDERSHOCK	ELC	11	100	10	6	6
SUPERSONIC	NRM	-	55	20	11	11
SONICBOOM	NRM	-	90	20	16	16
THUNDER WAVE	ELC	-	100	20	21	21
LOCK-ON	NRM	-	100	5	27	27
SWIFT	NRM	60	-	10	33	35
SCREECH	NRM	-	85	40	39	43
ZAP CANNON	ELC	100	50	5	53	53

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#81	#82
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	11	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	11	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
44	REST	PSY	-	-	10	●	●
45	FLASH	NRM	-	70	20	●	●

# #100 VOLTORB

TYPE: ELECTRIC

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>



# #101 ELECTRODE

VOLTORB LEVEL 30 → ELECTRODE

TYPE: ELECTRIC

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#100	#101
TACKLE	NRM	35	95	35	-	-
SCREECH	NRM	-	85	40	9	9
SONICBOOM	NRM	-	90	20	17	17
SELFDESTRUCT	NRM	200	100	5	23	23
ROLLOUT	RCK	30	90	20	29	29
LIGHT SCREEN	PSY	-	-	30	33	34
SWIFT	NRM	60	-	20	37	40
EXPLOSION	NRM	250	100	5	39	44
MIRROR COAT	PSY	-	100	20	41	48

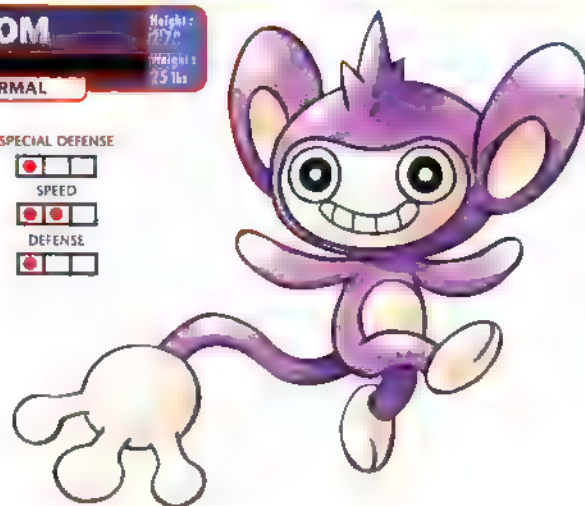
## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#100	#101
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	■	5	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
25	THUNDER	ELC	120	70	■	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
44	REST	PSY	-	-	10	●	●
45	FLASH	NRM	-	70	20	●	●

# #190 AIPOM

TYPE: NORMAL

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#190
SCRATCH	NRM	40	100	35	-
TAIL WHIP	NRM	-	100	30	-
SAND-ATTACK	GRD	-	100	15	6
BATON PASS	NRM	-	-	■	12
FURY SWIPES	NRM	18	80	15	19
SWIFT	NRM	60	-	20	27
SCREECH	NRM	-	85	40	36
AGILITY	PSY	-	-	30	46

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#190
01	DYNAMICPUNCH	FTG	100	50	5	●
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	■	5	●
08	ROCK SMASH	FTG	■	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
25	THUNDER	ELC	120	70	■	●
27	RETURN	NRM	-	100	20	●
30	SHADOW BALL	GHO	■	100	15	●
31	MUD-SLAP	GRD	■	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
33	ICE PUNCH	ICE	75	100	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
39	SWIFT	NRM	60	-	20	●
40	DEFENSE CURL	NRM	-	-	40	●
41	THUNDERPUNCH	ELC	75	100	15	●
42	DREAM EATER	PSY	100	100	15	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	■	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
47	FIRE PUNCH	FIR	75	100	■	●
49	FURY CUTTER	BUG	10	95	20	●
50	NIGHTMARE	GHO	-	100	15	●
51	CUT	NRM	50	95	30	●
54	STRENGTH	NRM	80	100	15	●



# #209 SNUBBULL

Height: 1'07" Weight: 17 lbs

TYPE: NORMAL



# #210 GRANBULL

Height: 1'07" Weight: 107 lbs

TYPE: NORMAL



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#209	#210
TACKLE	NRM	35	95	35	-	-
SCARY FACE	NRM	-	100	10	-	-
TAIL WHIP	NRM	-	100	30	4	4
CHARM	NRM	-	100	20	8	8
BITE	DRK	60	100	25	13	13
LUCK	GHO	20	100	30	19	19
ROAR	NRM	-	100	20	26	26
RAGE	NRM	20	100	20	34	38
TAKE DOWN	NRM	90	100	20	43	51

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#209	#210
01	DYNAMIC PUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ZAP CANNON	ELC	100	50	5	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
08	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
30	SHADOW BALL	GHO	80	100	15	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
33	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●
48	STRENGTH	NRM	80	100	15	●	●

# #37 VULPIX

Height: 1'02" Weight: 22 lbs

TYPE: FIRE



# #38 NINETALES

Height: 1'04" Weight: 44 lbs

TYPE: FIRE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#37	#38
EMBER	FIR	40	100	25	-	-
TAIL WHIP	NRM	-	100	10	-	-
QUICK ATTACK	NRM	100	100	7	-	-
ROAR	NRM	-	100	20	13	-
CONFUSE RAY	GHO	-	100	10	-	-
SAFEGUARD	NRM	-	-	25	25	-
FLAMETHROWER	FIR	95	100	15	31	-
FIRE SPIN	FIR	15	70	15	37	43

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#37	#38
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
39	SWIFT	NRM	60	-	20	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●

## #58 GROWLITHE

TYPE: FIRE

Height:  
Weight:  
42 lbs

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS

ATTACK

SPEED

DEFENSE



## #59 ARCANINE

GROWLITHE Fire Stone ARCANINE

TYPE: FIRE

Height:  
Weight:  
342 lbs

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS

ATTACK

SPEED

DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#58	#59
BITE	DRK	60	100	25	-	-
ROAR	NRM	-	100	20	-	-
EMBER	FIR	40	100	25	9	-
LEER	NRM	-	100	30	18	-
TAKE DOWN	NRM	90	85	20	26	-
FLAME WHEEL	FIR	60	100	25	34	-
AGILITY	PSY	-	-	30	42	-
FLAMETHROWER	FIR	95	100	15	50	-
EXTREME SPEED	NRM	80	100	5	-	50

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#58	#59
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	-	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
24	DRAGONBREATH	DRG	60	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
39	SWIFT	NRM	60	-	20	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●

## #234 STANTLER

TYPE: NORMAL

Height:  
Weight:  
137 lbs

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS

ATTACK

SPEED

DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#234
TACKLE	NRM	35	95	35	-
LEER	NRM	-	100	30	8
HYPNOSIS	PSY	-	60	20	15
STOMP	NRM	65	100	20	23
SAND-ATTACK	GRD	-	100	15	31
TAKE DOWN	NRM	90	85	20	40
CONFUSE RAY	GHO	-	100	10	49

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#234
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
III	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
29	PSYCHIC	PSY	90	100	10	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
39	SWIFT	NRM	60	-	20	●
42	DREAM EATER	PSY	100	100	15	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
50	NIGHTMARE	GHO	-	100	15	●
HS	FLASH	NRM	-	70	20	●



# #183 MARILL

TYPE WATER



# #184 AZUMARILL

MARILL LEVEL 18 → AZUMARILL  
TYPE WATER



## LEVEL UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#183	#184
TACKLE	NRM	35	95	35	-	-
DEFENSE CURL	NRM	-	-	40	3	3
TAIL WHIP	NRM	-	100	30	6	6
WATER GUN	WTR	40	100	25	10	10
ROLLOUT	RCK	30	90	20	15	15
BUBBLEBEAM	WTR	65	100	20	21	25
DOUBLE-EDGE	NRM	120	100	15	28	36
RAIN DANCE	WTR	-	-	5	36	48

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#183	#184
01	DYNAMIC PUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H3	SURF	WTR	95	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●
H7	WATERFALL	WTR	80	100	15	●	●

# #50 DIGLETT

TYPE GROUND



# #51 DUGTRIO

DIGLETT LEVEL 26 → DUGTRIO  
TYPE GROUND



## LEVEL UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#50	#51
SCRATCH	NRM	40	100	35	-	-
GROWL	NRM	-	100	40	5	5
MAGNITUDE	GRD	-	100	30	9	9
DIG	GRD	60	100	10	17	17
SAND-ATTACK	GRD	-	100	15	25	25
SLASH	NRM	70	100	20	33	37
EARTHQUAKE	GRD	100	100	10	41	49
FISSURE	GRD	-	30	5	49	61

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#50	#51
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H7	THIEF	DRK	40	100	10	●	●
H1	CUT	NRM	50	95	30	●	●

# #56 MANKEY

TYPE: **FIGHTING**

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>



# #57 PRIMEAPE

MANKEY LEVEL 28 → PRIMEAPE

TYPE: **FIGHTING**

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#56	#57
SCRATCH	NRM	40	100	35	-	-
LEER	NRM	-	100	30	-	-
LOW KICK	FTG	50	90	20	9	9
KARATE CHOP	FTG	50	100	25	15	15
FURY SWIPES	NRM	18	80	15	11	21
FOCUS ENERGY	NRM	-	-	30	27	27
RAGE	NRM	20	100	20	-	28
SEISMIC TOSS	FTG	-	100	20	33	36
CROSS CHOP	FTG	100	80	5	39	45
SCREECH	NRM	-	85	11	45	54
THRASH	NRM	90	100	20	51	63

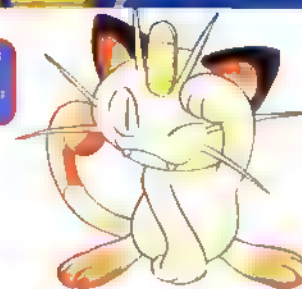
## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#56	#57
01	DYNAMIC PUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
09	PSYCH UP	NRM	-	-	11	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	NRM	40	100	10	●	●
47	FIRE PUNCH	FIR	75	100	15	●	●
54	STRENGTH	NRM	80	100	15	●	●

# #52 MEOWTH

TYPE: **NORMAL**

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>



# #53 PERSIAN

MEOWTH LEVEL 28 → PERSIAN

TYPE: **NORMAL**

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#52	#53
SCRATCH	NRM	40	100	35	-	-
GROWL	NRM	-	100	40	-	-
BITE	DRK	60	100	25	11	11
PAY DAY	NRM	40	100	20	20	20
FAINT ATTACK	DRK	60	-	20	28	29
SCREECH	NRM	-	11	40	35	38
FURY SWIPES	NRM	18	80	15	41	46
SLASH	NRM	70	100	20	46	53

## TM & HM ABILITIES

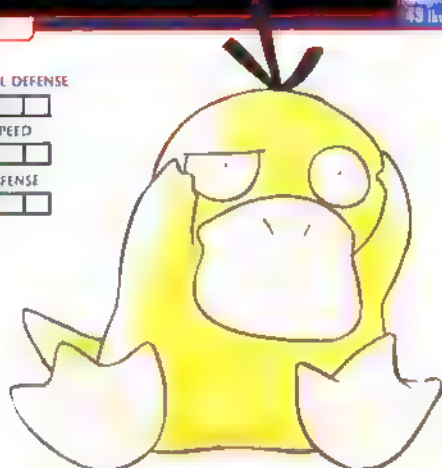
#	ATTACK	TYPE	BA	AC	PP	#52	#53
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
09	PSYCH UP	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
30	SHADOW BALL	GHO	80	100	15	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
42	DREAM EATER	PSY	100	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
50	NIGHTMARE	GHO	-	100	15	●	●



# #54 PSYDUCK

TYPE: WATER

Height: 1'05"  
Weight: 43 lbs



# #55 GOLDDUCK

PSYDUCK LEVEL 33 → GOLDDUCK  
TYPE: WATER

Height: 1'05"  
Weight: 169 lbs



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#54	#55
SCRATCH	NRM	40	100	35	-	-
TAIL WHIP	NRM	-	100	30	5	5
DISABLE	NRM	-	55	20	10	10
CONFUSION	PSY	50	100	25	16	16
SCREECH	NRM	-	85	40	23	23
PSYCH UP	NRM	-	-	10	31	31
FURY SWIPES	NRM	11	80	15	40	44
HYDRO PUMP	WTR	120	11	5	50	58

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#54	#55
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
09	PSYCH UP	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	40	100	10	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
47	FURY CUTTER	BUG	10	95	20	●	●
H3	SURF	WTR	95	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●
H5	FLASH	NRM	-	70	20	●	●
H6	WHIRLPOOL	WTR	15	11	15	●	●
H7	WATERFALL	WTR	80	100	15	●	●

## PROF. ELM'S MEMO

### Wild Pokémon Items

RED NAME ALWAYS  
BLUE NAME SOMETIMES  
BLACK NAME RARELY

GOLD BERRY	FURRET
KING'S ROCK	POLIWHIRL, SLOWBRO, SLOWPOKE
BIG MUSHROOM	PARAS
BIG PEARL	SHELLDER
EVERSTONE	GEODUDE, GRAVELER
BERRY	FURRET, PIKACHU, SENTRET, SHUCKLE
SILVER POWDER	BUTTERFREE
NUGGET	GRIMER, MUK
ICE BERRY	JYNX
LUCKY EGG	CHANSEY
PEARL	SHELLDER
SHARP BEAK	DODRIO, FEAROW
SACRED ASH	HO-OH
QUICK CLAW	SNEASEL
LEFTOVERS	SNORLAX
TINY MUSHROOM	PARAS
MOON STONE	CLEFAIRY
POISON BARK	BEEDRILL
STICK	FARFETCH'D
SPELL TAG	MISDREAVUS
MYSTERY BERRY	CLEFAIRY, MR. MIME
THICK CLUB	CUBONE, MAROWAK
STAR PIECE	STARU
STARDUST	STARU
METAL COAT	MAGNEMITE
MOOMOO MILK	MILTANK
BURNT BERRY	VULPIX, GROWLITHE, MAGMAR
DRAGON SCALE	DRAGONAIR, DRATINI, HORSEA, SEADRA



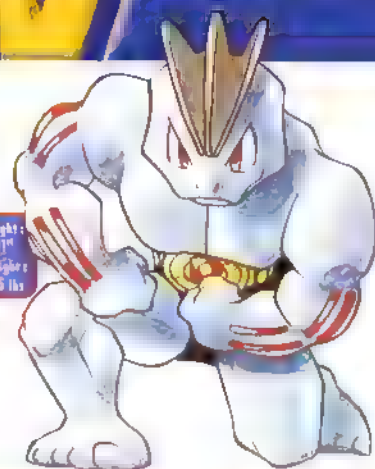
# #66 MACHOP

TYPE: FIGHTING



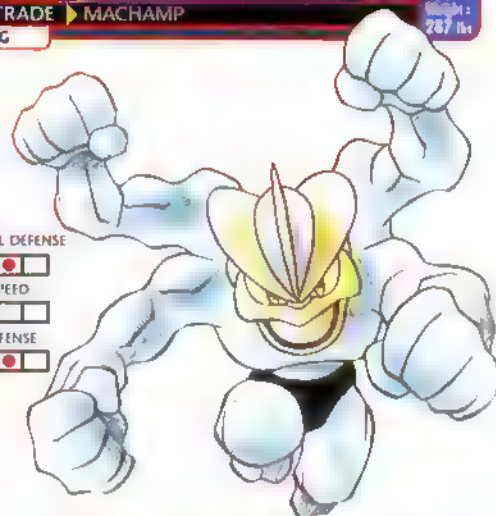
# #67 MACHOKE

MACHOP LEVEL 28 ▶ MACHOKE  
TYPE: FIGHTING



# #68 MACHAMP

MACHOKE TRADE ▶ MACHAMP  
TYPE: FIGHTING



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#66	#67	#68
LOW KICK	FTG	50	90	20	-	-	-
LEER	NRM	-	100	30	-	-	-
FOCUS ENERGY	NRM	-	-	30	7	8	8
KARATE CHOP	FTG	50	100	25	13	15	15
SEISMIC TOSS	FTG	-	100	20	19	■	■
FORESIGHT	NRM	-	100	40	25	25	25
VITAL THROW	FTG	70	100	10	31	34	34
CROSS CHOP	FTG	100	80	5	37	43	43
SCARY FACE	NRM	-	90	10	43	52	52
SUBMISSION	FTG	80	80	25	49	61	61

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#66	#67	#68
01	DYNAMICPUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
08	ROCK SMASH	FTG	20	100	15	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
■	SNORE	NRM	80	100	15	●	●	●
15	HYPER BEAM	NRM	150	■	5	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
28	DIG	GRD	60	100	10	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
33	ICE PUNCH	■	75	100	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	■	●	●	●
38	FIRE BLAST	FIR	120	85	5	●	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●	●
■	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
46	THIEF	DRK	40	100	10	●	●	●
48	FIRE PUNCH	■	75	100	15	●	●	●
H4	STRENGTH	NRM	80	100	15	●	●	●



## PROF. ELM'S MEMO

### Trainers Calling



#211 QWILFISH

Fisherman  
Ralph  
Route 32



#206 DUNSPARCE

Hiker  
Anthony  
Route 33



#193 YANMA

Bug Catcher  
Arnie  
Route 35



#209 SNUBBULL

Schoolboy  
Chad  
Route 38



#223 REMORAID

Fisherman  
Wilton  
Route 44



#183 MARILL

Hiker  
Parry  
Route 45



# #236 TYROGUE

TYPE: FIGHTING



# #107 HITMONCHAN

TYROGUE LEVEL 20 ATTACK<DEFENSE HITMONCHAN  
TYPE: FIGHTING

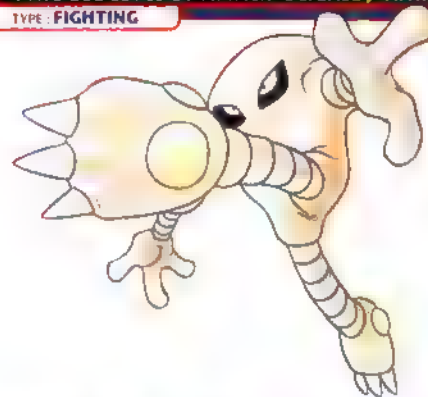


## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#236	#106	#107	#237
TACKLE	NRM	35	95	35	-			
DOUBLE KICK	FTG	30	100	30	-			
COMET PUNCH	NRM	18	85	15				
MEDITATE	PSY	-	-	10	6			
ROLLING KICK	FTG	60	85	15	11			
JUMP KICK	FTG	70	95	25	16			
FOCUS ENERGY	NRM	-	-	10	21			7
HI JUMP KICK	FTG	85	90	20	26			
MIND READER	NRM	-	100	5	31			
FORESIGHT	NRM	-	100	10	36			
ENDURE	NRM	-	-	10	41			
MEGA KICK	NRM	120	75	5	46			
REVERSAL	FTG	-	100	15	51			
AGILITY	PSY	-	-	30			7	37
PURSUIT	DRK	40	100	20			13	11
THUNDERPUNCH	ELC	75	100	15			26	
ICE PUNCH	ICE	75	100	15			26	
FIRE PUNCH	FIR	75	100	15			26	
MACH PUNCH	FTG	40	100	30			32	
MEGA PUNCH	NRM	110	85	10			38	
DETECT	FTG	-	-	5			44	43
COUNTER	FTG	-	100	20			50	31
QUICK ATTACK	NRM	40	100	30				19
RAPID SPIN	NRM	20	100	40				25
TRIPLE KICK	FTG	110	100	10				49

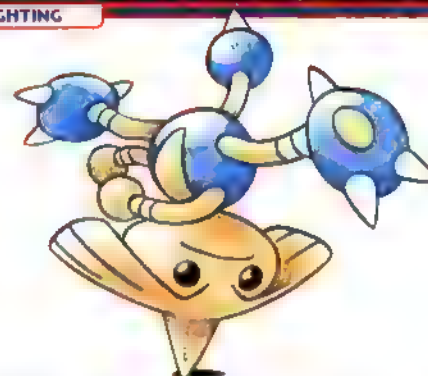
# #106 HITMONLEE

TYROGUE LEVEL 20 ATTACK>DEFENSE HITMONLEE  
TYPE: FIGHTING



# #237 HITMONTOP

TYROGUE LEVEL 20 ATTACK=DEFENSE HITMONTOP  
TYPE: FIGHTING



## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#236	#106	#107	#237
01	DYNAMICPUNCH	FTG	100	50	5				
02	HEADBUTT	NRM	70	100	15				
03	CURSE	???	-	-	10				
06	TOXIC	PSN	-	85	10				
08	ROCK SMASH	FTG	110	100	15				
10	HIDDEN POWER	NRM	-	100	15				
11	SUNNY DAY	FIR	-	-	5				
13	SNORE	NRM	40	100	15				
17	PROTECT	NRM	-	-	10				
20	ENDURE	NRM	-	-	10				
21	FRUSTRATION	NRM	-	100	10				
27	RETURN	NRM	-	100	10				
28	DIG	GRD	60	100	10				
31	MUD-SLAP	GRD	20	100	10				
32	DOUBLE TEAM	NRM	-	-	15				
33	ICE PUNCH	ICE	75	100	15				
34	SWAGGER	NRM	-	100	15				
35	SLEEP TALK	NRM	-	-	10				
39	SWIFT	NRM	60	-	10				
43	THUNDERPUNCH	ELC	75	100	15				
43	DETECT	FTG	-	-	5				
44	REST	PSY	-	-	10				
45	ATTRACT	NRM	-	100	15				
46	THIEF	DRK	40	100	10				
48	FIRE PUNCH	FIR	75	100	15				
48	STRENGTH	NRM	80	100	15				

## #203 GIRAFARIG

TYPE: NORMAL/PSYCHIC

Height:  
Weight:  
91 lbs

SPECIAL ATTACK SPECIAL DEFENSE ATTACK DEFENSE HIT POINTS SPEED

## LEVEL-UP ABILITIES

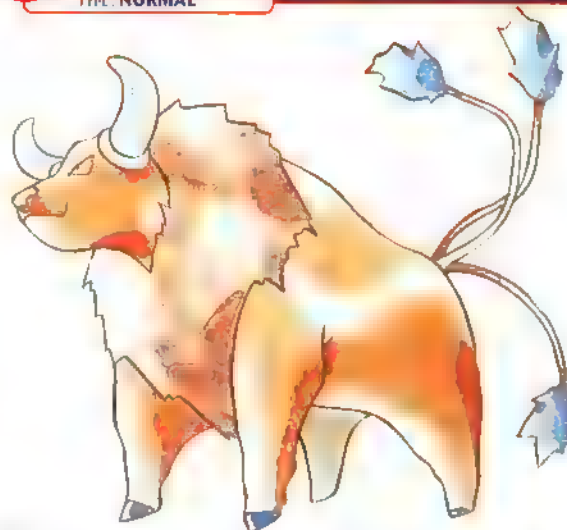
ATTACK	TYPE	BA	AC	PP	#203
TACKLE	NRM	35	95	35	-
GROWL	NRM	-	100	40	-
CONFUSION	PSY	50	100	25	7
STOMP	NRM	65	100	20	13
AGILITY	PSY	-	-	30	20
BATON PASS	NRM	-	-	40	30
PSYBEAM	PSY	65	100	20	41
CRUNCH	DRK	80	100	15	54

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#203
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
25	THUNDER	ELC	120	70	10	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
29	PSYCHIC	PSY	90	100	10	●
31	SHADOW BALL	GHO	80	100	10	●
31	MUD-SLAP	NRM	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
39	SWIFT	NRM	60	-	10	●
42	DREAM EATER	PSY	100	100	15	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	100	100	10	●
47	NIGHTMARE	GHO	-	100	15	●
48	STRENGTH	NRM	80	100	15	●

## #128 TAUROS

TYPE: NORMAL

Height:  
Weight:  
195 lbs

SPECIAL ATTACK SPECIAL DEFENSE ATTACK DEFENSE HIT POINTS SPEED

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#128
TACKLE	NRM	35	95	35	-
TAIL WHIP	NRM	-	100	30	4
RAGE	NRM	20	100	20	8
HORN ATTACK	NRM	65	100	25	13
SCARY FACE	NRM	-	90	10	19
PURSUIT	DRK	40	100	20	26
REST	PSY	-	-	10	34
THRASH	NRM	90	100	20	43
TAKE DOWN	NRM	90	85	20	53

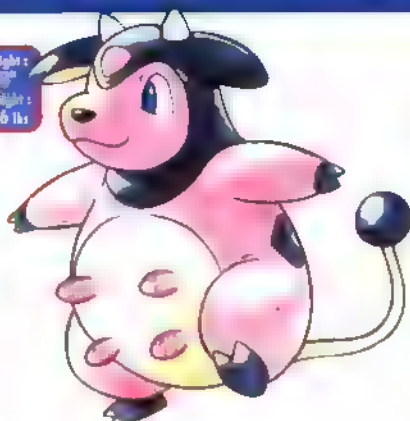
## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#128
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	NRM	150	90	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
25	THUNDER	ELC	120	70	10	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
38	FIRE BLAST	FIR	120	85	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
48	SURF	WTR	95	100	15	●
48	STRENGTH	NRM	80	100	15	●



# #241 MILTANK

TYPE: NORMAL



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#241
TACKLE	NRM	35	95	35	-
GROWL	NRM	-	100	40	4
DEFENSE CURL	NRM	-	-	40	8
STOMP	NRM	65	100	20	13
MILK DRINK	NRM	-	-	10	19
BIDE	NRM	-	100	10	26
ROLLOUT	RCK	110	90	20	34
BODY SLAM	NRM	85	100	15	43
HEAL BELL	NRM	-	-	5	53

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#241
01	DYNAMICPUNCH	FTG	100	110	5	●
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
04	ROLLOUT	RCK	110	90	20	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	110	5	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
12	SWEET SCENT	NRM	-	100	11	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	NRM	150	110	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	11	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
25	THUNDER	ELC	120	70	10	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
33	ICE PUNCH	ICE	75	100	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	11	●
37	SANDSTORM	RCK	-	-	11	●
40	DEFENSE CURL	NRM	-	-	40	●
41	THUNDERPUNCH	ELC	75	100	15	●
43	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	FIRE PUNCH	FIR	75	100	15	●
47	SURF	WTR	95	100	15	●
48	STRENGTH	NRM	110	100	15	●

# #240 MAGBY

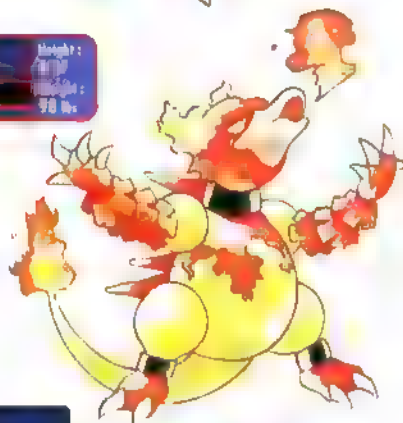
TYPE: FIRE



# #126 MAGMAR

MAGBY LEVEL 30 MAGMAR

TYPE: FIRE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#240	#126
EMBER	FIR	40	100	25	-	-
LEER	NRM	-	100	30	7	7
SMOG	PSN	110	70	20	13	13
FIRE PUNCH	FIR	75	100	15	19	19
SMOKESCREEN	NRM	-	100	20	13	13
SUNNY DAY	FIR	-	-	5	31	33
FLAMETHROWER	FIR	95	100	15	37	41
CONFUSE RAY	GHO	-	100	10	43	49
FIRE BLAST	FIR	120	85	5	51	57

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#240	#126
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
27	RETURN	NRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
31	MUD-SLAP	GRD	110	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	11	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	11	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
47	FIRE PUNCH	FIR	75	100	15	●	●
48	STRENGTH	NRM	80	100	15	●	●

## #238 SMOOCHUM

TYPE ICE/PSYCHIC

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>

## #124 JYNX

SMOCHUM LEVEL 30 JYNX  
TYPE ICE/PSYCHIC

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>

### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#238	#124
POUND	NRM	40	100	35	-	-
LICK	GHO	III	100	30	-	-
SWEET KISS	NRM	-	75	■	9	-
LOVELY KISS	NRM	-	75	10	-	9
POWDER SNOW	ICE	40	100	25	13	13
CONFUSION	PSY	50	100	25	21	-
DOUBLES LAP	NRM	15	85	10	-	21
SING	NRM	-	55	15	25	-
ICE PUNCH	ICE	75	100	15	-	25
MEAN LOOK	NRM	-	100	5	33	35
PSYCHIC	PSY	■	100	■	37	-
BODY SLAM	NRM	85	100	15	-	■
PERISH SONG	NRM	-	-	5	45	51
BLIZZARD	ICE	120	70	5	49	57

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#238	#124
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
09	PSYCH UP	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
12	SWEET SCENT	NRM	-	100	20	●	●
13	SHORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	■	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
■	PSYCHIC	PSY	90	100	10	●	●
30	SHADOW BALL	GHO	80	100	15	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
■	DREAM EATER	PSY	100	100	15	●	●
■	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
50	NIGHTMARE	GHO	-	100	15	●	●

## #239 ELEKID

TYPE ELECTRIC

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>

## #125 ELECTABUZZ

ELEKID LEVEL 30 ELECTABUZZ

TYPE ELECTRIC

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>

### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#239	#125
QUICK ATTACK	NRM	40	100	30	-	-
LEER	NRM	-	100	30	-	-
THUNDERPUNCH	ELC	75	100	15	9	9
LIGHT SCREEN	PSY	-	-	30	17	17
SWIFT	NRM	■	-	20	25	25
SCREECH	NRM	-	85	■	33	36
THUNDERBOLT	ELC	95	100	15	41	47
THUNDER	ELC	120	70	10	49	■

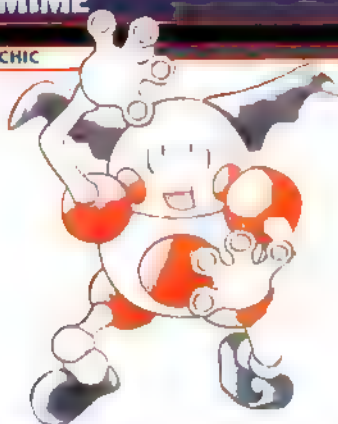
### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#239	#125
01	DYNAMICPUNCH	FTG	100	■	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	85	10	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	■	5	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
25	THUNDER	ELC	120	■	■	●	●
27	RETURN	NRM	-	100	20	●	●
29	PSYCHIC	PSY	■	100	10	●	●
31	MUD-SLAP	GRD	20	100	■	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	■	15	●	●
35	SLEEP TALK	NRM	-	-	■	●	●
39	SWIFT	NRM	60	-	■	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
■	THIEF	DRK	■	100	10	●	●
■	FIRE PUNCH	FIR	75	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●
H5	FLASH	NRM	-	70	20	●	●



# #122 MR. MIME

TYPE PSYCHIC



## LEVEL-UP ABILITIES

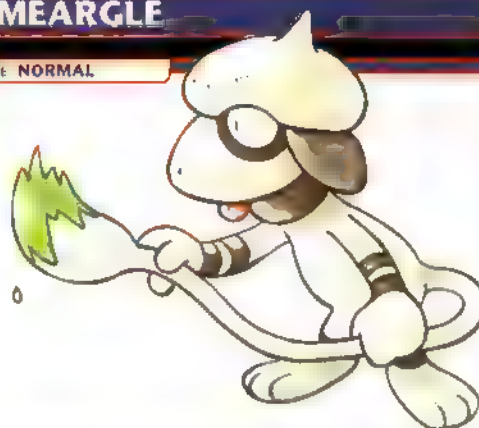
ATTACK	TYPE	BA	AC	PP	#122
BARRIER	PSY	-	-	30	-
CONFUSION	PSY	50	100	25	6
SUBSTITUTE	NRM	-	-	10	III
MEDITATE	PSY	-	-	40	16
DOUBLES LAP	NRM	15	85	10	21
LIGHT SCREEN	PSY	-	-	30	26
REFLECT	PSY	-	-	20	26
ENCORE	NRM	-	100	5	31
PSYBEAM	PSY	65	100	20	36
BATON PASS	NRM	-	-	40	41
SAFEGUARD	NRM	-	-	25	46

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#122
01	DYNAMIC PUNCH	FTG	100	50	5	●
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
04	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	III	5	●
09	PSYCH	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
15	HYPER BEAM	NRM	150	90	5	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
22	SOLAR BEAM	GRS	120	100	III	●
25	THUNDER	ELC	120	III	10	●
27	RETURN	NRM	-	100	20	●
29	PSYCHIC	PSY	90	100	10	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
33	ICE PUNCH	ICE	75	100	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
41	THUNDERPUNCH	ELC	75	100	15	●
42	DREAM EATER	PSY	100	100	III	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
48	FIRE PUNCH	FIR	75	100	15	●
50	NIGHTMARE	GHO	-	100	15	●
HS	FLASH	NRM	-	70	20	●

# #235 SMEARGLE

TYPE NORMAL



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#235
SKETCH	NRM	-	-	1	-
SKETCH	NRM	-	-	1	11
SKETCH	NRM	-	-	1	21
SKETCH	NRM	-	-	1	31
SKETCH	NRM	-	-	1	41
SKETCH	NRM	-	-	1	51
SKETCH	NRM	-	-	1	61
SKETCH	NRM	-	-	1	71
SKETCH	NRM	-	-	1	III
SKETCH	NRM	-	-	1	91

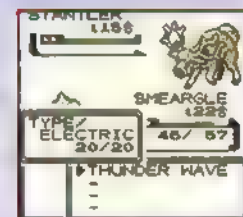
## TM & HM ABILITIES

NONE



## PROF. ELM'S MEMO

### Smeargle's Sketch



#83

## FARFETCH'D

TYPE: NORMAL/FLYING

Height:  
Weight:  
33 lbs

SPECIAL ATTACK SPECIAL DEFENSE ATTACK DEFENSE HIT POINTS SPEED

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#83
PECK	FLY	35	100	35	-
SAND-ATTACK	GRD	-	100	15	7
LEER	NRM	-	100	30	13
FURY ATTACK	NRM	15	85	20	19
SWORDES DANCE	NRM	-	-	30	25
AGILITY	PSY	-	-	30	31
SLASH	NRM	70	100	20	37
FALSE SWIPE	NRM	40	100	40	44

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#83
03	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	■	●
06	TOXIC	PSN	-	85	■	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	■	100	15	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
27	RETURN	NRM	-	100	20	●
■	MUD-SLAP	GRD	20	100	■	●
32	DOUBLE TEAM	NRM	-	-	15	●
■	SWAGGER	NRM	-	■	15	●
35	SLEEP TALK	NRM	-	-	■	●
39	SWIFT	NRM	60	-	20	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
47	STEEL WING	STL	70	■	25	●
H1	CUT	NRM	50	95	30	●
H2	FLY	FLY	70	95	15	●

#177

## NATU

TYPE: PSYCHIC/FLYING

Height:  
Weight:  
4 lbs

SPECIAL ATTACK SPECIAL DEFENSE  
HIT POINTS SPEED  
ATTACK DEFENSE

#178

## XATU

NATU LEVEL 25 → XATU  
TYPE: PSYCHIC/FLYINGHeight:  
Weight:  
33 lbs

SPECIAL ATTACK SPECIAL DEFENSE  
HIT POINTS SPEED  
ATTACK DEFENSE

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#177	#178
PECK	FLY	35	100	35	-	-
LEER	NRM	-	100	30	-	-
NIGHT SHADE	GHO	-	100	15	10	10
TELEPORT	PSY	-	-	20	20	20
FUTURE SIGHT	PSY	80	90	15	30	35
CONFUSE RAY	GHO	-	100	■	40	50
PSYCHIC	PSY	90	100	10	50	65

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#177	#178
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	■	●	●
09	PSYCH UP	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLARBEAM	GRS	120	100	■	●	●
27	RETURN	NRM	-	100	■	●	●
29	PSYCHIC	PSY	90	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	■	15	●	●
35	SLEEP TALK	NRM	-	-	■	●	●
39	SWIFT	NRM	60	-	20	●	●
42	DREAM EATER	PSY	100	100	■	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
50	NIGHTMARE	GHO	-	100	15	●	●
■	FLY	FLY	70	95	15	●	●
■	FLASH	NRM	-	70	■	●	●



# #211 QWILFISH

TYPE WATER/POISON

Height: 1'00"  
Weight: 9 lbs



SPECIAL ATTACK SPECIAL DEFENSE ATTACK DEFENSE HIT POINTS SPEED

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#211
TACKLE	NRM	35	95	35	-
POISON STING	PSN	15	100	35	-
HARDEN	NRM	-	-	30	10
MINIMIZE	NRM	-	-	20	10
WATER GUN	WTR	40	100	25	19
MISSILE	BUG	1A	85	20	28
TAKE DOWN	NRM	90	11	20	37
HYDRO PUMP	WTR	120	80	5	46

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#211
03	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
04	ROLLOUT	RCK	30	90	20	●
06	TOXIC	PSN	-	85	10	●
10	HIDDEN POWER	NRM	-	100	15	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
27	RETURN	NRM	-	100	20	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
36	SLUDGE BOMB	PSN	90	100	10	●
39	SWIFT	NRM	60	-	10	●
40	DEFENSE CURL	NRM	-	-	40	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
H3	SURF	WTR	95	100	15	●
H6	WHIRLPOOL	WTR	15	70	15	●
H7	WATERFALL	WTR	80	100	15	●

# #72 TENTACOO

TYPE WATER/POISON

Height: 2'11"  
Weight: 100 lbs

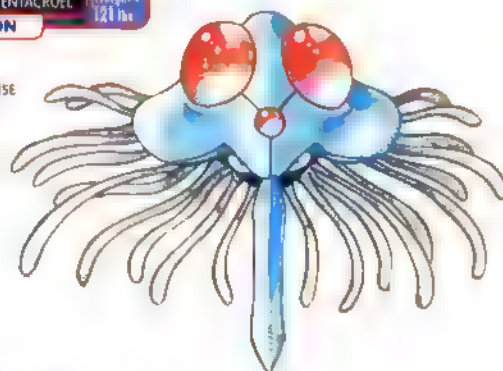


SPECIAL ATTACK SPECIAL DEFENSE  
HIT POINTS  
ATTACK  
SPEED  
DEFENSE

# #73 TENTACRUEL

TYPE WATER/POISON

Height: 2'11"  
Weight: 121 lbs



SPECIAL ATTACK SPECIAL DEFENSE  
HIT POINTS  
ATTACK  
SPEED  
DEFENSE

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#72	#73
POISON STING	PSN	15	100	35	-	-
SUPERSONIC	NRM	-	55	20	6	6
CONSTRUCT	NRM	10	100	35	12	12
ACID	PSN	40	100	30	19	19
BUBBLEBEAM	WTR	65	100	20	25	25
WRAP	NRM	15	85	20	30	30
BARRIER	PSY	-	-	30	36	36
SCREECH	NRM	-	85	40	43	47
HYDRO PUMP	WTR	120	80	5	49	55

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#72	#73
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
21	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H1	CUT	NRM	50	95	30	●	●
H3	SURF	WTR	95	100	15	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●

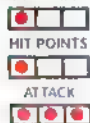
#98

## KRABBY

TYPE WATER

Height:  
1'00"  
Weight:  
1.1 lbs

SPECIAL ATTACK SPECIAL DEFENSE

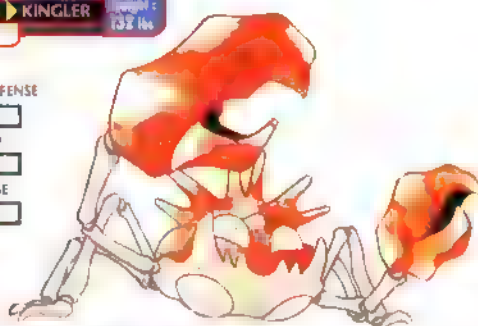
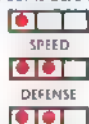
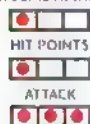


#99

## KINGLER

KRABBY LEVEL 28 → KINGLER  
TYPE WATERHeight:  
1'32"  
Weight:  
132 lbs

SPECIAL ATTACK SPECIAL DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#98	#99
BUBBLE	WTR	20	100	30	-	-
LEER	NRM	-	100	■	5	5
VICEGRIP	NRM	66	100	■	12	12
HARDEN	NRM	-	-	30	16	16
STOMP	NRM	65	100	20	23	23
GUILLOTINE	NRM	-	30	5	27	27
PROTECT	NRM	-	-	10	34	34
CRABHAMMER	WTR	90	85	■	41	■

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#98	#99
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
44	REST	PSY	-	-	■	●	●
48	ATTRACT	NRM	-	100	15	●	●
49	THIEF	DRK	40	100	■	●	●
49	FURY CUTTER	BUG	■	95	20	●	●
51	CUT	NRM	50	95	30	●	●
■	SURF	WTR	95	100	15	●	●
54	STRENGTH	NRM	80	100	15	●	●
56	WHIRLPOOL	WTR	■	70	15	●	●

#213

## SHUCKLE

TYPE BUG/ROCK

Height:  
1'03"  
Weight:  
43 lbs

SPECIAL ATTACK SPECIAL DEFENSE ATTACK DEFENSE HIT POINTS SPEED



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#213
CONstrict	NRM	10	100	35	-
WITHDRAW	WTR	-	-	40	-
WRAP	NRM	15	85	20	●
ENCORE	NRM	-	100	5	14
SAFEGUARD	NRM	-	-	25	■
BIDE	NRM	-	100	10	28
REST	PSY	-	-	10	37

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#213
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
■	ROLLOUT	RCK	■	90	20	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	■	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
28	DIG	GRD	60	100	10	●
31	MUD-SLAP	GRD	■	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
36	SLUDGE BOMB	PSN	■	100	10	●
37	SANDSTORM	RCK	-	-	10	●
40	DEFENSE CURL	NRM	-	-	■	●
44	REST	PSY	-	-	■	●
45	ATTRACT	NRM	-	100	15	●
54	STRENGTH	NRM	■	100	15	●
55	FLASH	NRM	-	70	20	●



# #120 STARYU

TYPE WATER

Weight: 1.7 lbs  
Height: 7.6 lbs

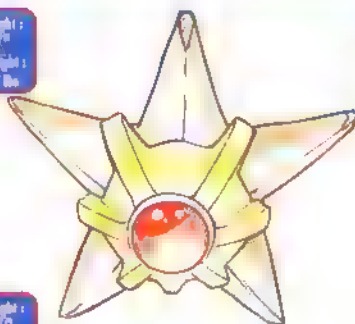
SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS

ATTACK

SPEED

DEFENSE



# #121 STARMIE

STARYU Water Stone → STARMIE  
TYPE WATER/PSYCHIC

Weight: 1.7 lbs  
Height: 7.6 lbs

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS

ATTACK

SPEED

DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#120	#121
TACKLE	NRM	35	95	35	-	-
HARDEN	NRM	-	-	30	2	-
WATER GUN	WTR	40	100	25	7	-
RAPID SPIN	NRM	20	100	40	13	-
RECOVER	NRM	-	-	20	19	-
SWIFT	NRM	60	-	20	25	-
BUBBLEBEAM	WTR	65	100	20	31	-
MINIMIZE	NRM	-	-	20	37	-
CONFUSE RAY	GHO	-	100	10	-	37
LIGHT SCREEN	PSY	-	-	30	43	-
HYDRO PUMP	WTR	120	80	5	50	-

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#120	#121
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	■	5	●	●
09	PSYCH UP	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	■	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
42	DREAM EATER	PSY	100	100	15	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
50	NIGHTMARE	GHO	-	100	15	●	●
H3	SURF	WTR	95	100	15	●	●
■	FLASH	NRM	-	70	20	●	●
■	WHIRLPOOL	WTR	■	70	15	●	●
H7	WATERFALL	WTR	80	100	15	●	●

# #90 SHELLDER

TYPE WATER

Weight: 1.7 lbs  
Height: 7.6 lbs

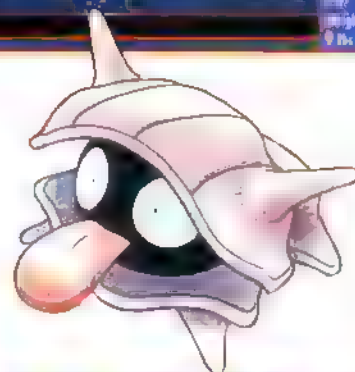
SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS

ATTACK

SPEED

DEFENSE



# #91 CLOYSTER

SHELLDER Water Stone → CLOYSTER  
TYPE WATER/ICE

Weight: 1.7 lbs  
Height: 7.6 lbs

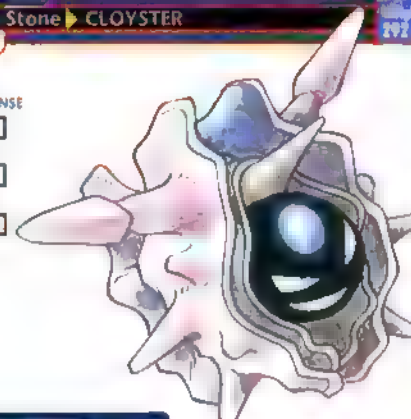
SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS

ATTACK

SPEED

DEFENSE



## LEVEL UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#90	#91
TACKLE	NRM	35	95	35	-	-
WITHDRAW	WTR	-	-	40	-	-
SUPERSONIC	NRM	-	55	20	9	-
AURORA BEAM	ICE	65	100	20	17	-
PROTECT	NRM	-	-	10	25	-
LEER	NRM	-	100	30	33	-
CLAMP	WTR	35	75	10	41	-
SPIKE CANNON	NRM	20	100	11	-	41
ICE BEAM	ICE	95	100	10	49	-

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#90	#91
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	■	●	●
39	SWIFT	NRM	■	-	10	●	●
■	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H3	SURF	WTR	95	100	15	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●

# #222 CORSOLA

TYPE WATER/ROCK



## LEVEL-UP ABILITIES

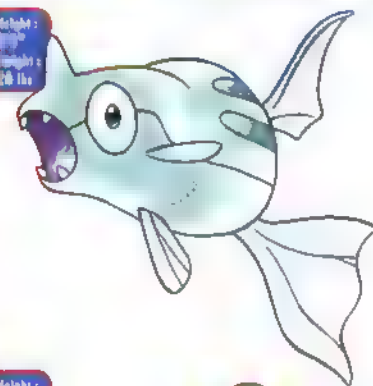
ATTACK	TYPE	BA	AC	PP	#222
TACKLE	HRM	35	95	35	-
HARDEN	HRM	-	-	30	7
BUBBLE	WTR	20	100	30	■
RECOVER	HRM	-	-	20	19
BUBBLEBEAM	WTR	■	100	■	25
SPIKE CANNON	HRM	20	100	15	31
MIRROR COAT	PSY	-	100	20	37
ANCIENT POWER	RCK	60	100	5	43

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#222
02	HEADBUTT	HRM	70	100	15	●
03	CURSE	???	-	-	10	●
04	ROLLOUT	RCK	30	90	20	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	15	●
■	HIDDEN POWER	HRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
■	SNORE	HRM	40	100	15	●
17	PROTECT	HRM	-	-	■	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	HRM	-	-	■	●
21	FRUSTRATION	HRM	-	100	20	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	HRM	-	100	20	●
29	PSYCHIC	PSY	90	100	10	●
■	MUD-SLAP	GRD	■	100	10	●
32	DOUBLE TEAM	HRM	-	-	15	●
■	SWAGGER	HRM	-	90	15	●
35	SLEEP TALK	HRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
40	DEFENSE CURL	HRM	-	-	40	●
44	REST	PSY	-	-	■	●
45	ATTRACT	HRM	-	100	15	●
H3	SURF	WTR	■	100	15	●
H4	STRENGTH	HRM	■	100	15	●
H6	WHIRLPOOL	WTR	15	70	15	●

# #223 REMORAID

TYPE WATER



# #224 OCTILLERY

REMOREID LEVEL 25 OCTILLERY  
TYPE WATER



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#223	#224
WATER GUN	WTR	40	100	25	-	-
LOCK-ON	HRM	-	100	5	11	-
CONstrict	HRM	10	100	35	-	11
PSYBEAM	PSY	65	100	20	22	22
AURORA BEAM	ICE	65	100	20	22	22
BUBBLEBEAM	WTR	65	100	20	22	22
OCTAZOOKA	WTR	65	85	10	-	23
FOCUS ENERGY	HRM	-	-	30	33	38
ICE BEAM	ICE	95	100	10	44	54
HYPER BEAM	HRM	150	90	5	55	70

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#223	#224
03	CURSE	???	-	-	■	●	●
06	TOXIC	PSN	-	85	■	●	●
10	HIDDEN POWER	HRM	-	100	15	●	●
13	SNORE	HRM	40	100	15	●	●
15	HYPER BEAM	HRM	150	90	5	●	●
17	PROTECT	HRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	HRM	-	-	10	●	●
21	FRUSTRATION	HRM	-	100	20	●	●
27	RETURN	HRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	HRM	-	-	15	●	●
■	SWAGGER	HRM	-	90	15	●	●
■	SLEEP TALK	HRM	-	-	10	●	●
39	SWIFT	HRM	60	-	20	●	●
40	DEFENSE CURL	HRM	-	-	40	●	●
■	REST	PSY	-	-	10	●	●
45	ATTRACT	HRM	-	100	15	●	●
46	THIEF	DRK	40	100	■	●	●
■	SURF	WTR	95	100	15	●	●
■	WHIRLPOOL	WTR	15	70	15	●	●



# #170 CHINCHOU

TYPE WATER/ELECTRIC

Height: 1'08"

Weight: 20 lbs



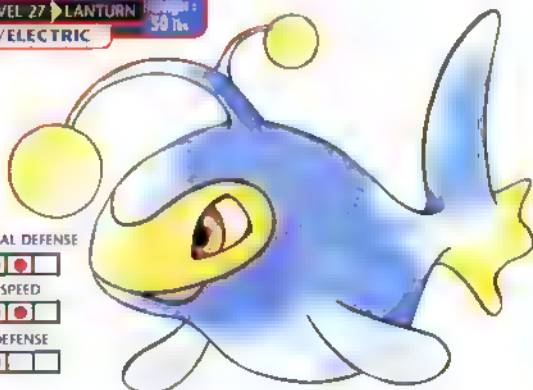
# #171 LANTURN

CHINCHOU LEVEL 27 LANTURN

TYPE WATER/ELECTRIC

Height: 1'08"

Weight: 30 lbs



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#170	#171
BUBBLE	WTR	20	100	30	-	-
THUNDER WAVE	ELC	-	100	20	-	-
SUPERSONIC	NRM	-	55	20	5	5
FLAIL	NRM	-	100	15	13	13
WATER GUN	WTR	40	100	25	17	17
SPARK	ELC	65	100	20	25	25
CONFUSE RAY	GHO	-	100	10	29	33
TAKE DOWN	NRM	90	85	20	37	45
HYDRO PUMP	WTR	120	80	5	41	53

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#170	#171
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
54	SURF	WTR	95	100	15	●	●
55	FLASH	NRM	-	70	20	●	●
56	WHIRLPOOL	WTR	15	70	15	●	●
57	WATERFALL	WTR	80	100	15	●	●

## PROF. ELM'S MEMO

Rare Pokémon



#152 CHIKORITA



#155 CYNDAQUIL



#158 TOTODILE



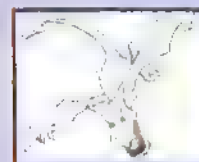
#250 HO-OH



#249 LUGIA



#133 EEEVEE



#142 AERODACTYL



#143 SNORLAX

#86

## SEEL

TYPE WATER

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



#87

## DEWGONG

SEEL LEVEL 34 ▶ DEWGONG  
TYPE WATER/ICE

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#86	#87
HEADBUTT	NRM	70	100	15	-	-
GROWL	NRM	-	100	40	5	5
AURORA BEAM	ICE	65	100	20	16	
REST	PSY	-	-	10	21	21
TAKE DOWN	NRM	90	85	XX	32	XX
ICE BEAM	ICE	95	100	10	37	43
SAFEGUARD	NRM	-	-	25		60

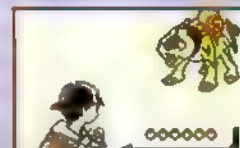
## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#86	#87
02	HEADBUTT	NRM	70	100	15		
03	CURSE	???	-	-	10		
06	TOXIC	PSN	-	85	10		
10	HIDDEN POWER	NRM	-	100	15		
13	SNORE	NRM	40	100	15		
14	BLIZZARD	ICE	120	70	5		
15	HYPER BEAM	NRM	150	90	5		
16	ICY WIND		55	95			
17	PROTECT	NRM	-	-	10		
18	RAIN DANCE	WTR	-	-	5		
XX	ENDURE	NRM	-	-			
21	FRUSTRATION	NRM	-	100	20		
27	RETURN	NRM	-	100	20		
32	DOUBLE TEAM	NRM	-	-	1X		
34	SWAGGER	NRM	-	90	15		
35	SLEEP TALK	NRM	-	-			
	REST	PSY	-	-	10		
45	ATTRACT	NRM	-	100	15		
H3	SURF	WTR	95	100	15		
H6	WHIRLPOOL	WTR		70	15		
H7	WATERFALL	WTR	80	100	15		



## PROF. ELM'S MEMO

More Rare Pokémon

Wild RAIKOU  
appeared!

#243 RAIKOU



#244 ENTEI



#245 SUICUNE



#175 TOGEPI



#236 TYROGUE



#185 SUDOWOODO



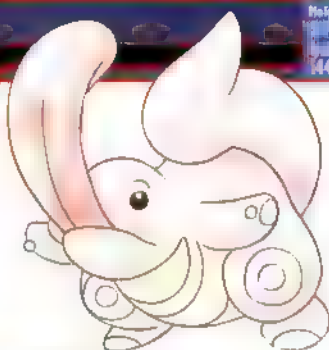
#137 PORYGON



# #108 LICKITUNG

TYPE NORMAL

Height: 1'04"  
Weight: 44 lbs.



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#108
LICK	GHO	20	100	30	-
SUPERSONIC	NRM	-	55	20	7
DEFENSE CURL	NRM	-	-	40	13
STOMP	NRM	65	100	20	19
WRAP	NRM	15	85	20	25
DISABLE	NRM	-	55	10	31
SLAM	NRM	80	75	10	37
SCREECH	NRM	-	85	40	43

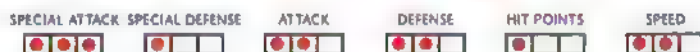
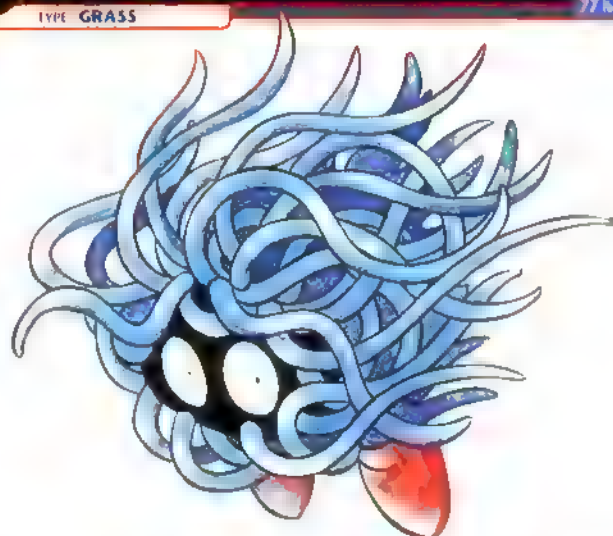
## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#108
01	DYNAMICPUNCH	FTG	100	50	5	●
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
04	ROLLOUT	RCK	30	90	20	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	NRM	150	90	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
25	THUNDER	ELC	120	70	10	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
33	ICE PUNCH	ICE	75	100	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
38	FIRE BLAST	FIR	120	85	5	●
40	DEFENSE CURL	NRM	-	-	40	●
41	THUNDERPUNCH	ELC	75	100	15	●
42	DREAM EATER	PSY	100	100	15	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
48	FIRE PUNCH	ELC	75	100	15	●
50	NIGHTMARE	GHO	-	100	15	●
H1	CUT	NRM	50	95	30	●
H3	SURF	WTR	95	100	15	●
H4	STRENGTH	NRM	80	100	15	●

# #114 TANGELA

TYPE GRASS

Height: 1'07"  
Weight: 77 lbs.



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#114
CONstrict	NRM	10	100	35	-
SLEEP POWDER	GRS	-	75	15	4
ABSORB	GRS	20	100	20	10
POISONPOWDER	PSN	-	75	35	13
VINE WHIP	GRS	35	100	10	19
BIND	NRM	15	75	20	25
MEGA DRAIN	GRS	40	100	10	31
STUN SPORE	GRS	-	75	10	34
SLAM	NRM	80	75	20	40
GROWTH	NRM	-	-	40	46

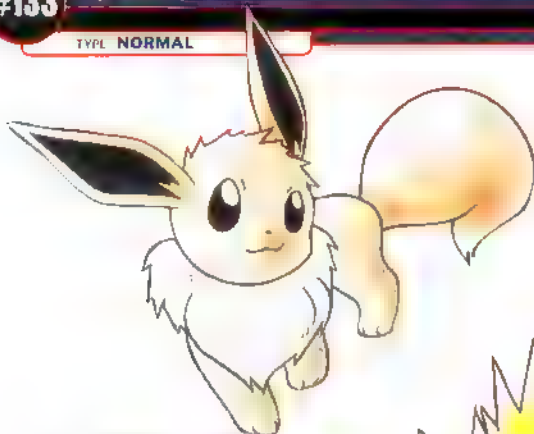
## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#114
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	85	10	●
04	TOXIC	PSN	-	85	10	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
12	SWEET SCENT	NRM	-	100	20	●
13	SNORE	NRM	40	100	15	●
15	HYPER BEAM	NRM	150	90	5	●
17	PROTECT	NRM	-	-	10	●
18	GIGA DRAIN	GRS	60	100	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
22	SOLARBEAM	GRS	120	100	10	●
27	RETURN	NRM	-	100	20	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
36	SLUDGE BOMB	PSN	-	-	10	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
H1	CUT	NRM	50	95	30	●
H5	FLASH	NRM	-	70	20	●

# #133 EEEVEE

TYPE: NORMAL

Height: 1'04"  
Weight: 14 lbs.



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#133	#134	#135	#136	#196	#197
TACKLE	NRM	35	95	35	-	-	-	-	-	-
TAIL WHIP	NRM	-	100	30	-	-	-	-	-	-
SAND-ATTACK	GRD	-	100	15	8	8	8	8	8	8
GROWL	NRM	-	100	40	16	-	-	-	-	-
WATER GUN	WTR	40	100	25	-	16	-	-	-	-
THUNDERSHOCK	ELC	40	100	30	-	-	16	-	-	-
EMBER	FIR	40	100	25	-	-	-	16	-	-
CONFUSION	PSY	50	100	25	-	-	-	-	16	-
PURSUIT	DRK	40	100	20	-	-	-	-	-	16
QUICK ATTACK	NRM	40	100	30	23	23	23	23	23	23
BITE	DRK	60	100	25	30	30	-	30	-	-
DOUBLE KICK	FTG	30	100	30	-	-	30	-	-	-
SWIFT	NRM	60	-	20	-	-	-	-	30	-
CONFUSE RAY	GHO	-	100	5	-	-	-	-	-	30
FOCUS ENERGY	NRM	-	-	30	36	-	-	-	-	-
AURORA BEAM	ICE	65	100	20	-	36	-	-	-	-
PIN MISSILE	BUG	14	85	10	-	-	36	-	-	-
FIRE SPIN	FIR	15	70	15	-	-	-	36	-	-
PSYBEAM	PSY	65	100	20	-	-	-	-	36	-
FAINT ATTACK	DRK	60	-	20	-	-	-	-	-	36
TAKE DOWN	NRM	90	85	20	42	-	-	-	-	-
HAZE	ICE	-	-	30	-	42	-	-	-	-
THUNDER WAVE	ELC	-	100	20	-	-	42	-	-	-
SMOG	PSN	20	70	20	-	-	-	42	-	-
PSYCH UP	NRM	-	-	10	-	-	-	-	42	-
MEAN LOOK	NRM	-	100	5	-	-	-	-	-	42
ACID ARMOR	PSN	-	-	40	-	47	-	-	-	-
AGILITY	PSY	-	-	30	-	-	47	-	-	-
LEER	NRM	-	100	30	-	-	-	47	-	-
PSYCHIC	PSY	90	100	10	-	-	-	-	47	-
SCREECH	NRM	-	85	40	-	-	-	-	-	47
HYDRO PUMP	WTR	120	80	5	-	52	-	-	-	-
THUNDER	ELC	120	70	10	-	-	52	-	-	-
FLAMETHROWER	FIR	95	100	10	-	-	-	52	-	-
MORNING SUN	NRM	-	-	5	-	-	-	-	52	-
MOON LIGHT	NRM	-	-	5	-	-	-	-	-	52

# #134 VAPOREON

EEVEE Water Stone → VAPOREON  
TYPE: WATER

Height: 3'07"  
Weight: 64 lbs.



# #135 JOLTEON

EEVEE Thunder Stone → JOLTEON  
TYPE: ELECTRIC

Height: 3'04"  
Weight: 34 lbs.



## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#133	#134	#135	#136	#196	#197
02	HEADBUTT	NRM	70	100	15	●	●	●	●	●	●
03	CURSE	???	-	-	■	●	●	●	●	●	●
05	ROAR	NRM	-	100	20	●	●	●	●	●	●
06	TOXIC	PSN	-	85	■	●	●	●	●	●	●
07	ZAP CANNON	ELC	100	50	5	-	●	●	●	●	●
09	PSYCH UP	NRM	-	-	10	-	-	-	-	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●	●	●	●
13	SNORE	NRM	40	100	15	●	●	●	●	●	●
14	BLIZZARD	ICE	120	70	5	-	●	-	-	-	-
15	HYPER BEAM	NRM	150	90	5	-	●	●	●	●	●
16	ICY WIND	ICE	55	95	15	-	●	-	-	-	-
17	PROTECT	NRM	-	-	10	●	●	●	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●	●	●	●
20	ENDURE	NRM	-	100	20	●	●	●	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●	●	●	●
25	THUNDER	ELC	120	70	10	-	●	-	-	-	-
27	RETURN	NRM	-	100	20	●	●	●	●	●	●
29	PSYCHIC	PSY	90	100	10	-	-	-	-	●	●
30	SHADOW BALL	GHO	80	100	15	●	●	●	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●	●	●	●
35	SLEEP TALK	NRM	-	-	■	●	●	●	●	●	●
38	FIRE BLAST	FIR	120	85	5	-	-	-	●	-	-
39	SWIFT	NRM	■	-	20	●	●	●	●	●	●
42	DREAM EATER	PSY	-	-	10	-	-	-	-	●	●
43	DETECT	FTG	-	-	5	●	●	●	●	●	●
44	REST	PSY	-	-	10	●	●	●	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●	●	●	●
50	NIGHTMARE	GHO	-	100	15	-	-	-	-	●	●
H1	CUT	NRM	50	95	30	-	-	-	-	●	●
H3	SURF	WTR	95	100	15	-	●	-	-	-	-
H5	FLASH	NRM	-	70	20	-	-	-	●	●	●
H6	WHIRLPOOL	WTR	15	70	15	-	●	-	-	-	-
H7	WATERFALL	WTR	80	100	15	-	●	-	-	-	-



#136 **FLAREON**  
EEVEE Fire Stone → FLAREON  
TYPE FIRE

SPECIAL ATTACK  
HIT POINTS  
ATTACK  
SPECIAL DEFENSE  
SPEED  
DEFENSE



Height :  
Weight :  
33 lbs

#196 **ESPEON**  
EEVEE Friendship → ESPEON  
TYPE PSYCHIC

Height :  
Weight :  
38 lbs



SPECIAL ATTACK SPECIAL DEFENSE ATTACK DEFENSE HIT POINTS SPEED

#197 **UMBREON**  
EEVEE Friendship → UMBREON  
TYPE DARK

Height :  
Weight :  
60 lbs



SPECIAL ATTACK SPECIAL DEFENSE  
HIT POINTS  
ATTACK  
DEFENSE

PROF. ELM'S MEMO

Powerful Items

N. 163 127 8
BAYLEEF
/BAYLEEF
ITEM MIRACLE SEED
MOVE CUT
POISON POWDER
RAZOR LEAF
SYNTHESIS

Attack-Enhancing Items

PINK BOW

POLKADOT BOW

BLACK BELT

POISON BARB

SOFT SAND

SHARP BEAK

SILVER POWDER

HARD STONE

SPELL TAG

METAL COAT

CHARCOAL

MYSTIC WATER

MAGNET

MIRACLE SEED

NEVERMELT ICE

TWISTED SPOON

DRAGON FANG

BLACK GLASSES

Ability-Enhancing or Specific Items

BERSERK GENE

BRIGHT POWDER

SCOPE LENS

THICK CLUB

METAL POWDER

LIGHT BALL

STICK

LUCKY PUNCH

# #116 HORSEA

TYPE: WATER



Height: 3'11"  
Weight: 30 lbs

# #230 KINGDRA

SEADRA TRADE+Dragon Scale KINGDRA  
TYPE: WATER/DRAGON



Height: 3'11"  
Weight: 335 lbs

# #117 SEADRA

HORSEA LEVEL 32 SEADRA  
TYPE: WATER



Height: 3'11"  
Weight: 55 lbs

## LEVEL-UP ABILITIES

ATTACK	TYPE	SA	AC	PP	#116	#117	#230
BUBBLE	WTR	20	100	30	-	-	-
SMOKESCREEN	NRM	-	100	20	8	8	8
LEER	NRM	-	100	30	15	15	15
WATER GUN	WTR	40	100	25	22	22	22
TWISTER	DRG	40	100	20	29	29	29
AGILITY	PSY	-	-	30	36	40	40
HYDRO PUMP	WTR	120	80	5	43	51	51

## TM & HM ABILITIES

#	ATTACK	TYPE	SA	AC	PP	#116	#117	#230
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
07	HIDDEN POWER	NRM	-	100	15	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
14	BLIZZARD	ICE	120	70	5	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
16	ICE WIND	ICE	55	95	15	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
24	DRAGONBREATH	DRG	60	100	20	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
39	SWIFT	NRM	60	-	20	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
N3	SURF	WTR	95	100	15	●	●	●
N4	WHIRLPOOL	WTR	15	70	15	●	●	●
N7	WATERFALL	WTR	80	100	15	●	●	●

## PROF. ELM'S MEMO

Unusual Items

## Specialty Items

CLEANSE TAG

QUICK CLAW

KING'S ROCK

LEFTOVERS

FOCUS BAND

LUCKY EGG

EXP. SHARE

AMULET COIN





# #207 GLIGAR

TYPE GROUND/FLYING

Height:  
3'7"  
Weight:  
143 lbs.



SPECIAL ATTACK SPECIAL DEFENSE ATTACK DEFENSE HIT POINTS SPEED

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#207
POISON STING	PSN	15	100	35	-
SAND-ATTACK	GRD	-	100	13	6
HARDEN	NRM	-	-	30	13
QUICK ATTACK	NRM	40	100	30	20
FAINT ATTACK	DRK	60	-	20	28
SLASH	NRM	70	100	20	36
SCREECH	NRM	70	100	20	44
GUILLOTINE	NRM	-	30	5	13

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#207
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	13	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
18	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
27	RETURN	NRM	-	100	20	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	90	15	●
38	SLUDGE BOMB	PSN	90	100	10	●
37	SANDSTORM	RCK	-	-	10	●
39	SWIFT	NRM	60	-	20	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
48	FURY CUTTER	BUG	100	95	20	●
51	CUT	NRM	50	95	30	●
52	STRENGTH	NRM	80	100	15	●

# #225 DELIBIRD

TYPE ICE/FLYING

Height:  
3'3"  
Weight:  
35 lbs.



SPECIAL ATTACK SPECIAL DEFENSE ATTACK DEFENSE HIT POINTS SPEED

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#225
PRESENT	NRM	-	90	15	-

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#225
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
10	HIDDEN POWER	NRM	-	100	15	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
27	RETURN	NRM	-	100	20	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	100	15	●
35	SLEEP TALK	NRM	-	-	10	●
39	SWIFT	NRM	60	-	20	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
52	FLY	FLY	70	95	15	●



## #220 SWINUB

TYPE ICE/GROUND

Height:  
Weight:  
1'4" lbs

SPECIAL ATTACK	SPECIAL DEFENSE



## #221 PILOSWINE

SWINUB LEVEL 33 PILOSWINE  
TYPE ICE/GROUNDHeight:  
Weight:  
1'23" lbs

SPECIAL ATTACK	SPECIAL DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#220	#221
TACKLE	NRM	35	95	35	-	-
HORN ATTACK	NRM	65	100	25	-	-
POWDER SNOW	ICE	40	100	25	10	10
ENDURE	NRM	-	-	10	19	19
TAKE DOWN	NRM	90	85	10	28	28
FURY ATTACK	NRM	15	85	20	-	33
MIST	ICE	-	-	30	37	42
BLIZZARD	ICE	120	70	5	46	56

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#220	#221
01	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
01	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	10	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	100	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●

## #216 TEDDIURSA

TYPE NORMAL

Height:  
Weight:  
1'9" lbs

SPECIAL ATTACK	SPECIAL DEFENSE



## #217 URSARING

TEDDIURSA LEVEL 30 URSARING  
TYPE NORMALHeight:  
Weight:  
2'77" lbs

SPECIAL ATTACK	SPECIAL DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#216	#217
SCRATCH	NRM	10	100	35	-	-
LEER	NRM	-	100	30	-	-
LICK	GHO	20	100	30	8	8
FURY SWIPES	NRM	18	80	15	15	15
FAINT ATTACK	DRK	60	-	10	22	22
REST	PSY	-	-	10	29	29
SLASH	NRM	70	100	20	36	39
SNORE	NRM	40	100	15	43	49
THRASH	NRM	90	100	20	50	59

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#216	#217
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●
49	FURY CUTTER	BUG	10	95	20	●	●
H1	CUT	NRM	50	95	30	●	●
H4	STRENGTH	NRM	80	100	15	●	●



# #231 PHANPY

TYPE: GROUND



# #232 DONPHAN

PHANPY LEVEL 25 → DONPHAN

TYPE: GROUND



## LEVEL-UP ABILITIES

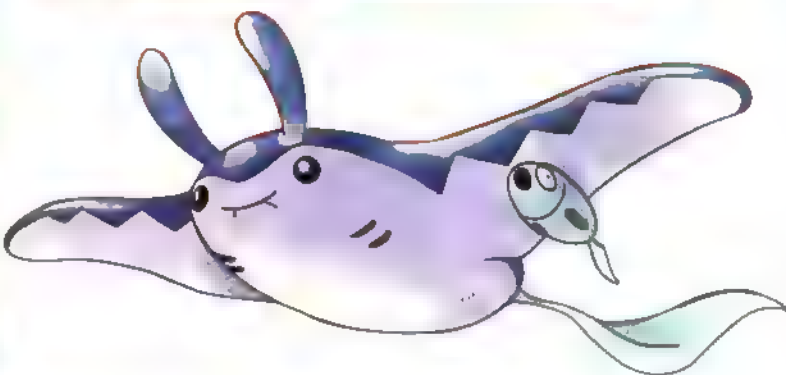
ATTACK	TYPE	BA	AC	PP	#231	#232
TACKLE	NRM	35	95	35	-	-
HORN ATTACK	NRM	65	100	25	-	-
GROWL	NRM	-	100	40	-	-
DEFENSE CURL	NRM	-	-	NU	9	9
FLAIL	NRM	-	100	15	17	17
TAKE DOWN	NRM	90	85	20	25	-
FURY ATTACK	NRM	15	85	20	-	25
ROLLOUT	RCK	30	90	20	33	33
ENDURE	NRM	-	-	NU	41	-
RAPID SPIN	NRM	20	100	40	-	41
DOUBLE-EDGE	NRM	120	100	15	49	-
EARTHQUAKE	GRD	100	100	NU	-	49

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#231	#232
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
05	ROAR	NRM	-	100	NU	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	PSY	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	NU	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
40	DEFENSE CURL	NRM	-	-	NU	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H4	STRENGTH	NRM	NU	100	15	●	●

# #226 MANTINE

TYPE: WATER/FLYING



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#226
TACKLE	NRM	35	95	35	-
BUBBLE	WTR	20	100	30	-
SUPERSONIC	NRM	-	55	20	10
BUBBLEBEAM	WTR	65	100	20	18
TAKE DOWN	NRM	90	85	20	25
AGILITY	PSY	-	-	30	■
WING ATTACK	FLY	60	100	35	40
CONFUSE RAY	GHO	-	100	10	49

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#226
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
10	HIDDEN POWER	NRM	-	100	15	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
27	RETURN	NRM	-	100	20	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	20	100	10	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
39	SWIFT	NRM	NU	-	NU	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
H3	SURF	WTR	95	100	15	●
H6	WHIRLPOOL	WTR	15	70	15	●
H7	WATERFALL	WTR	80	100	15	●

# #227 SKARMORY

TYPE: STEEL/FLYING



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#227
LEER	NRM	-	100	30	-
PECK	FLY	35	100	35	-
SAND-ATTACK	GRD	-	100	15	13
SWIFT	NRM	60	-	20	19
AGILITY	PSY	-	-	30	25
FURY ATTACK	NRM	15	85	20	37
STEEL WING	STL	70	90	25	49

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#227
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
11	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	---	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
27	RETURN	NRM	-	100	20	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
39	SWIFT	NRM	60	-	20	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
47	STEEL WING	STL	70	90	25	●
H1	CUT	NRM	50	95	30	●
H2	FLY	FLY	70	95	15	●

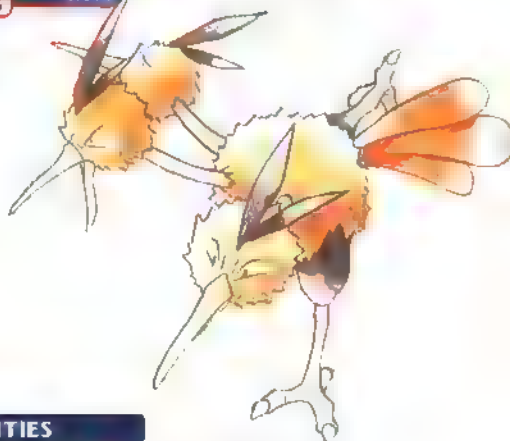
# #84 DODUO

TYPE: NORMAL/FLYING



# #85 DODRIO

DODUO LEVEL 31 DODRIO  
TYPE: NORMAL/FLYING



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#84	#85
PECK	FLY	35	100	35	-	-
GROWL	NRM	-	100	40	-	-
PURSUIT	DRK	40	100	20	9	9
FURY ATTACK	NRM	15	85	20	13	13
TRI ATTACK	NRM	80	100	10	21	21
RAGE	NRM	20	100	20	25	25
DRILL PECK	FLY	80	100	20	33	38
AGILITY	PSY	-	-	30	37	47

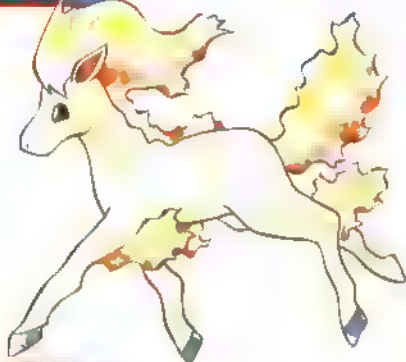
## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#84	#85
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
47	STEEL WING	STL	70	90	25	●	●
H2	FLY	FLY	70	95	15	●	●



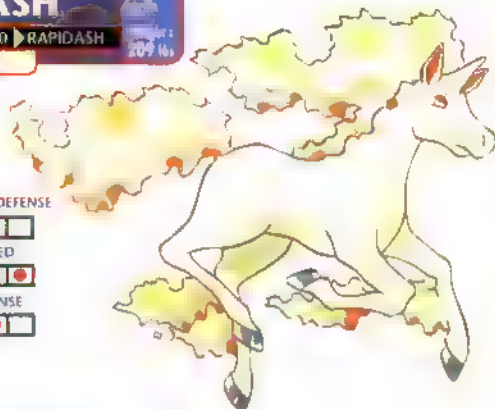
# #77 PONYTA

TYPE FIRE



# #78 RAPIDASH

PONYTA LEVEL 40 ▶ RAPIDASH  
TYPE FIRE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#77	#78
TACKLE	NRM	35	95	35	-	-
GROWL	NRM	-	100	40	4	4
TAIL WHIP	NRM	-	100	30	8	8
EMBER	FIR	40	100	25	13	13
STOMP	NRM	65	100	20	19	19
FIRE SPIN	FIR	70	100	15	26	26
TAKE DOWN	NRM	90	85	20	34	34
FURY ATTACK	NRM	15	85	10	41	41
AGILITY	PSY	-	30	43	47	47
FIRE BLAST	FIR	120	85	5	53	61

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#77	#78
01	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
21	ENDURE	NRM	-	-	10	●	●
23	FRUSTRATION	NRM	-	100	20	●	●
27	IRON TAIL	STL	100	75	15	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●

# #104 CUBONE

TYPE GROUND



# #105 MAROWAK

CUBONE LEVEL 28 ▶ MAROWAK  
TYPE GROUND



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#104	#105
GROWL	NRM	-	100	40	-	-
TAIL WHIP	NRM	-	100	30	5	5
BONE CLUB	GRD	65	85	20	9	9
HEADBUTT	NRM	70	100	15	13	13
LEER	NRM	-	100	10	17	17
FOCUS ENERGY	NRM	-	-	30	21	21
BONEMERANG	GRD	50	100	10	25	25
RAGE	NRM	100	100	20	29	32
FALSE SWIPE	NRM	100	100	40	33	39
THRASH	NRM	90	100	20	37	46
BONE RUSH	GRD	25	80	10	41	53

## TM & HM ABILITIES

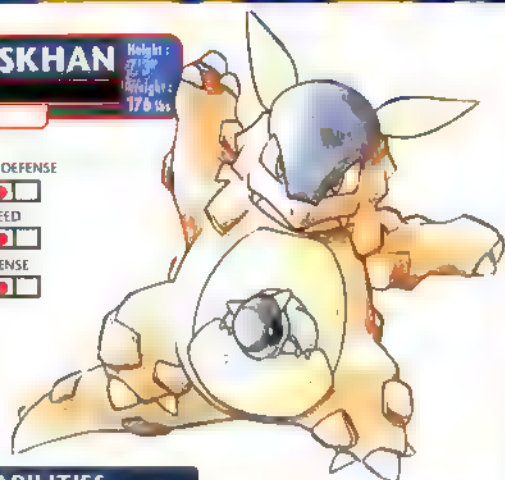
#	ATTACK	TYPE	BA	AC	PP	#104	#105
01	DYNAMICPUNCH	FTG	100	50	5	●	●
03	HEADBUTT	NRM	70	100	15	●	●
06	CURSE	???	-	-	10	●	●
08	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	100	100	10	●	●
31	MUD-SLAP	GRD	100	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●
49	STRENGTH	NRM	80	100	15	●	●

# #115 KANGASKHAN

TYPE NORMAL

Height: 7'3"  
Weight: 170 lbs

SPECIAL ATTACK SPECIAL DEFENSE  
HIT POINTS SPEED  
ATTACK DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#115
COMET PUNCH	NRM	18	85	15	-
LEER	NRM	-	100	30	7
BITE	DRK	60	100	25	13
TAIL WHIP	NRM	-	100	30	19
MEGA PUNCH	NRM	80	85	20	25
RAGE	NRM	20	100	20	31
ENDURE	NRM	-	-	10	37
DIZZY PUNCH	NRM	70	100	10	43
REVERSAL	FTG	-	100	15	49

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#115
01	DYNAMICPUNCH	FTG	100	50	5	●
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
08	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	NRM	150	90	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
25	THUNDER	ELC	120	70	10	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
33	ICE PUNCH	ICE	75	100	15	●
34	SWAGGER	NRM	-	80	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
38	FIRE BLAST	FIR	120	85	5	●
41	THUNDERPUNCH	ELC	75	100	15	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
48	FIRE PUNCH	FIR	75	100	15	●
49	FURY CUTTER	BUG	10	95	20	●
H3	SURF	WTR	95	100	15	●
H4	STRENGTH	NRM	80	100	15	●

# #111 RHYHORN

TYPE GROUND/ROCK

Height: 5'11"  
Weight: 254 lbs

SPECIAL ATTACK SPECIAL DEFENSE  
HIT POINTS SPEED  
ATTACK DEFENSE



# #112 RHYDON

RHYHORN LEVEL 42 → RHYDON

TYPE GROUND/ROCK

Height: 6'10"  
Weight: 265 lbs

SPECIAL ATTACK SPECIAL DEFENSE  
HIT POINTS SPEED  
ATTACK DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#111	#112
HORN ATTACK	NRM	65	100	25	-	-
TAIL WHIP	NRM	-	100	30	-	-
STOMP	NRM	65	100	20	13	13
FURY ATTACK	NRM	15	85	20	19	19
SCARY FACE	NRM	-	90	10	31	31
HORN DRILL	NRM	-	30	5	37	37
TAKE DOWN	NRM	90	85	20	49	54
EARTHQUAKE	GRD	100	100	10	55	65

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#111	#112
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
25	THUNDER	ELC	120	70	10	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	80	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●
49	FURY CUTTER	BUG	10	95	20	●	●
H3	SURF	WTR	95	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●



# #198 MURKROW

TYPE DARK/FLYING

Weight: 24 lbs.  
Height: 1'04"



SPECIAL ATTACK SPECIAL DEFENSE ATTACK DEFENSE HIT POINTS SPEED

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#198
PECK	FLY	35	100	35	-
PURSUIT	DRK	■	100	20	11
HAZE	ICE	-	-	30	16
NIGHT SHADE	GHO	-	100	15	26
FAINT ATTACK	DRK	60	-	20	31
MEAN LOOK	NRM	-	100	5	41

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#198
03	CURSE	???	-	-	10	●
08	TOXIC	PSN	-	85	10	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
16	ICY WIND	ICE	55	■	15	●
17	PROTECT	NRM	-	-	■	●
18	ENDURE	NRM	-	-	■	●
21	FRUSTRATION	NRM	-	100	20	●
27	RETURN	NRM	-	100	■	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	■	15	●
35	SLEEP TALK	NRM	-	-	10	●
39	SWIFT	NRM	60	-	20	●
42	DREAM EATER	PSY	100	100	15	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
■	THIEF	DRK	40	100	10	●
47	STEEL WING	STL	70	90	25	●
50	NIGHTMARE	GHO	-	100	15	●
■	FLY	FLY	70	95	15	●

# #228 HOUNDOUR

TYPE DARK/FIRE

Weight: 24 lbs.  
Height: 1'04"



SPECIAL ATTACK SPECIAL DEFENSE  
HIT POINTS SPEED  
ATTACK DEFENSE

# #229 HOUNDOOM

TYPE DARK/FIRE



SPECIAL ATTACK SPECIAL DEFENSE  
HIT POINTS SPEED  
ATTACK DEFENSE

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#228	#229
LEER	NRM	-	100	30	-	-
EMBER	■	■	100	25	-	-
ROAR	NRM	-	100	20	7	7
SMOG	PSN	20	70	20	13	13
BITE	DRK	■	100	25	20	20
FAINT ATTACK	DRK	■	-	20	27	30
FLAMETHROWER	FIR	95	100	15	35	41
CRUNCH	DRK	80	100	15	43	52

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#228	#229
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
■	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
18	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	■	●	●
22	SOLARBEAM	GRS	120	100	10	●	●
23	IRON TAIL	STL	100	75	15	●	●
27	RETURN	NRM	-	100	20	●	●
30	SHADOW BALL	GHO	80	100	15	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	■	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
38	FIRE BLAST	FIR	120	■	5	●	●
39	SWIFT	NRM	60	-	■	●	●
42	DREAM EATER	PSY	100	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	■	●	●
■	THIEF	DRK	40	100	10	●	●
50	NIGHTMARE	GHO	-	100	15	●	●
■	STRENGTH	NRM	80	100	15	●	●

## #218 SLUGMA

TYPE: FIRE

SPECIAL ATTACK SPECIAL DEFENSE



HIT POINTS



ATTACK



SPEED



DEFENSE



## #219 MAGCARGO

SLUGMA LEVEL 18 MAGCARGO

TYPE: FIRE/ROCK

SPECIAL ATTACK SPECIAL DEFENSE



HIT POINTS



ATTACK



SPEED



DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#218	#219
SMOG	PSN	20	70	20	-	-
EMBER	FIR	40	100	25	8	8
ROCK THROW	RCK	50	90	15	15	15
HARDEN	NRM	-	-	15	22	22
AMNESIA	PSY	-	-	20	29	29
FLAMETHROWER	FIR	95	100	15	36	36
ROCK SLIDE	RCK	75	100	10	43	48
BODY SLAM	NRM	100	100	15	50	60

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#218	#219
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	PSY	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	10	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	FIRE BLAST	FIR	120	85	5	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
41	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
48	STRENGTH	NRM	80	100	15	●	●

## #215 SNEASEL

TYPE: DARK/ICE

SPECIAL ATTACK SPECIAL DEFENSE



HIT POINTS



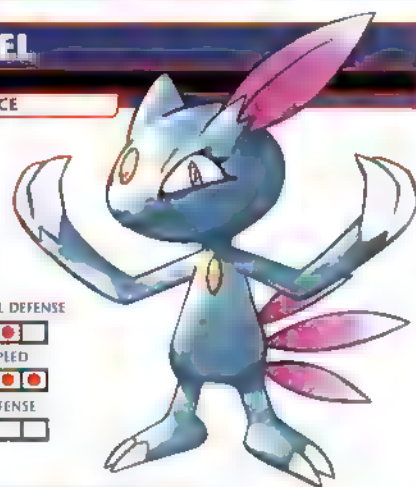
ATTACK



SPEED



DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#215
SCRATCH	NRM	40	100	35	-
LEER	NRM	-	100	30	-
QUICK ATTACK	NRM	40	100	30	9
SCREECH	NRM	-	85	40	17
FAINT ATTACK	DRK	60	-	20	25
FURY SWIPES	NRM	10	80	15	33
AGILITY	PSY	-	-	30	41
SLASH	NRM	70	100	20	49
BEAT UP	DRK	100	100	10	57

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#215
01	DYNAMICPUNCH	FTG	100	50	5	●
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
27	RETURN	NRM	-	100	20	●
28	DIG	GRD	80	100	10	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
33	ICE PUNCH	ICE	75	100	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
39	SWIFT	NRM	60	-	20	●
40	DEFENSE CURL	NRM	-	-	40	●
42	DREAM EATER	PSY	100	100	15	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
48	THIEF	DRK	40	100	10	●
49	FURY CUTTER	BUG	10	95	20	●
50	NIGHTMARE	GHO	-	100	15	●
51	CUT	NRM	50	95	30	●
H3	SURF	WTR	95	100	15	●
H4	STRENGTH	NRM	80	100	15	●



# #200 MISDREAVUS

TYPE GHOST



SPECIAL ATTACK SPECIAL DEFENSE ATTACK DEFENSE HIT POINTS SPEED

## LEVEL-UP ABILITIES

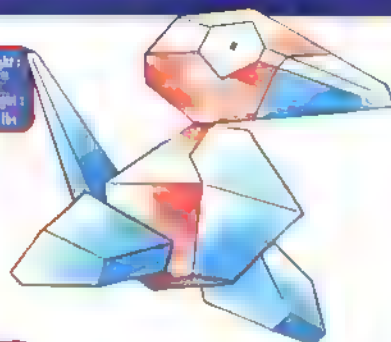
ATTACK	TYPE	BA	AC	PP	#200
GROWL	NRM	-	100	40	-
PSYWAVE	PSY	-	80	15	-
SPIKE	GHO	-	100	10	6
CONFUSE RAY	GHO	-	100	10	12
MEAN LOOK	NRM	-	100	5	19
PSYBEAM	PSY	65	100	20	27
PAIN SPLIT	NRM	-	100	20	36
PERISH SONG	NRM	-	-	5	46

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#200
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
09	PSYCH UP	NRM	-	-	10	●
11	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
25	THUNDER	ELC	120	70	10	●
27	RETURN	NRM	-	100	20	●
29	PSYCHIC	PSY	90	100	10	●
32	SHADOW BALL	GHO	80	100	15	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
39	SWIFT	NRM	60	-	20	●
40	DEFENSE CURL	NRM	-	-	10	●
42	DREAM EATER	PSY	100	100	15	●
42	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
50	NIGHTMARE	GHO	-	100	15	●
50	FLASH	NRM	-	70	20	●

# #137 PORYGON

TYPE NORMAL



SPECIAL ATTACK SPECIAL DEFENSE  
HIT POINTS SPEED  
ATTACK DEFENSE

# #233 PORYGON2

TYPE NORMAL



SPECIAL ATTACK SPECIAL DEFENSE  
HIT POINTS SPEED  
ATTACK DEFENSE

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#137	#233
CONVERSION2	NRM	-	100	30	-	-
TACKLE	NRM	35	95	35	-	-
CONVERSION	NRM	-	-	30	-	-
AGILITY	PSY	-	-	30	9	9
PSYBEAM	PSY	65	100	20	12	12
RECOVER	NRM	-	-	20	20	20
SHARPEN	NRM	-	-	30	24	24
DEFENSE CURL	NRM	-	-	40	-	24
LOCK-ON	NRM	-	100	5	32	32
TRI ATTACK	NRM	80	100	10	36	36
ZAP CANNON	ELC	100	50	5	44	44

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#137	#233
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
09	PSYCH UP	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	10	●	●
42	DREAM EATER	PSY	100	100	15	●	●
44	REST	PSY	-	-	10	●	●
46	THIEF	DRK	40	100	10	●	●
50	NIGHTMARE	GHO	-	100	15	●	●
55	FLASH	NRM	-	70	20	●	●

# #113 CHANSEY

TYPE: NORMAL



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#113	#242
POUND	NRM	40	100	35	-	-
GROWL	NRM	-	100	40	5	4
TAIL WHIP	NRM	-	100	30	9	7
SOFTBOILED	NRM	-	100	10	13	10
DOUBLESLAP	NRM	15	85	10	17	13
MINIMIZE	NRM	-	-	20	23	18
SING	NRM	-	55	15	29	23
EGG BOMB	NRM	100	75	10	35	28
DEFENSE CURL	NRM	-	-	40	41	33
LIGHT SCREEN	PSY	-	-	30	49	40
DOUBLE-EDGE	NRM	120	100	15	57	47

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#113	#242
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
05	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
09	PSYCH UP	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SHORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLARBEAM	GRS	120	100	10	●	●
23	IRON TAIL	STL	100	75	15	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
30	SHADOW BALL	GHO	80	100	15	●	●
31	MUD-SLAP	GRD	40	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	80	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
42	DREAM EATER	PSY	100	100	15	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	STRENGTH	NRM	80	100	15	●	●
47	FLASH	NRM	-	70	20	●	●

# #242 BLISSEY

CHANSEY Friendship BLISSEY  
TYPE: NORMAL



# #131 LAPRAS

TYPE: WATER/ICE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#131
WATER GUN	WTR	100	100	25	-
GROWL	NRM	-	100	40	-
SING	NRM	-	55	15	-
MIST	ICE	-	-	10	8
BODY SLAM	NRM	85	100	15	15
CONFUSE RAY	GHO	-	100	10	22
PERISH SONG	NRM	-	-	5	29
ICE BEAM	ICE	95	100	10	36
RAIN DANCE	WTR	-	-	5	50
SAFEGUARD	NRM	-	-	25	50
HYDRO PUMP	WTR	120	100	5	57

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#131
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
13	SHORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	NRM	150	90	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
24	DRAGONBREATH	DRG	60	100	20	●
25	THUNDER	ELC	120	70	10	●
27	RETURN	NRM	-	100	20	●
29	PSYCHIC	PSY	90	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	80	15	●
35	SLEEP TALK	NRM	-	-	10	●
42	DREAM EATER	PSY	100	100	15	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
50	NIGHTMARE	GHO	-	100	15	●
H3	SURF	WTR	95	100	15	●
H4	STRENGTH	NRM	80	100	15	●
H6	WHIRLPOOL	WTR	15	70	15	●



# #138 OMANYTE

TYPE ROCK/WATER

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



# #139 OMASTAR

OMANYTE LEVEL 40 ▶ OMASTAR  
TYPE ROCK/WATER

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#138	#139
CONstrict	NRM	10	100	35	-	-
WITHDRAW	WTR	-	-	40	-	-
BITE	DRK	-	-	40	13	13
WATER GUN	WTR	40	100	25	19	19
LEER	NRM	-	100	30	31	31
PROTECT	NRM	-	-	10	37	37
SPIKE CANNON	NRM	20	100	15	-	40
ANCIENT POWER	RCK	60	100	5	49	54
HYDRO PUMP	WTR	120	-	5	55	65

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#138	#139
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
09	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	-	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
49	FURY CUTTER	BUG	10	95	20	●	●
51	CUT	NRM	50	95	30	●	●
53	SURF	WTR	95	100	15	●	●
56	WHIRLPOOL	WTR	15	70	15	●	●

# #140 KABUTO

TYPE ROCK/WATER

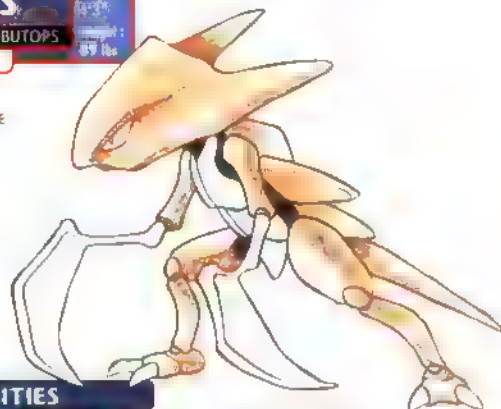
SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



# #141 KABUTOPS

KABUTO LEVEL 40 ▶ KABUTOPS  
TYPE ROCK/WATER

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#140	#141
SCRATCH	NRM	40	100	35	-	-
HARDEN	NRM	-	-	30	-	-
ABSORB	GRS	20	100	20	10	10
LEER	NRM	-	100	30	19	19
SAND-ATTACK	GRD	-	100	15	28	28
ENDURE	NRM	-	-	10	37	37
SLASH	NRM	70	100	20	-	40
MEGA DRAIN	GRS	40	100	10	46	46
ANCIENT POWER	RCK	60	100	5	55	65

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#140	#141
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
09	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
19	GIGA DRAIN	GRS	-	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	-	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
49	FURY CUTTER	BUG	10	95	20	●	●
51	CUT	NRM	50	95	30	●	●
53	SURF	WTR	95	100	15	●	●
56	WHIRLPOOL	WTR	15	70	15	●	●

# #142 AERODACTYL

TYPE: ROCK/FLYING

Height: 10'00"  
Weight: 130 lbs



SPECIAL ATTACK: [Red][Red][Red] SPECIAL DEFENSE: [Red][Red][Red] ATTACK: [Red][Red][Red] DEFENSE: [Red][Red][Red] HIT POINTS: [Red][Red][Red] SPEED: [Red][Red][Red]

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#142
WING ATTACK	FLY	60	100	35	-
AGILITY	PSY	-	-	30	8
BITE	DRK	60	100	25	15
SUPERSONIC	NRM	-	55	20	22
ANCIENT POWER	RCK	60	100	5	29
SCARY FACE	NRM	-	90	10	36
TAKE DOWN	NRM	90	85	20	43
HYPER BEAM	NRM	150	90	5	50

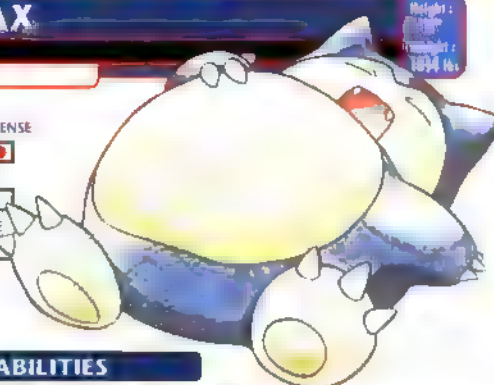
## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#142
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
13	SNORE	NRM	40	100	15	●
15	HYPER BEAM	NRM	150	90	5	●
17	PROTECT	NRM	-	-	10	●
11	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
24	DRAGONBREATH	DRG	100	100	20	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
38	FIRE BLAST	FIR	120	85	5	●
39	SWIFT	NRM	60	-	10	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
47	STEEL WING	STL	70	90	25	●
42	FLY	FLY	70	95	15	●

# #143 SNORLAX

TYPE: NORMAL

Height: 10'00"  
Weight: 1994 lbs



SPECIAL ATTACK: [Red][Red][Red] SPECIAL DEFENSE: [Red][Red][Red] SPEED: [Red][Red][Red] DEFENSE: [Red][Red][Red]

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#143
TACKLE	NRM	35	95	35	-
AMNESIA	PSY	-	-	20	8
DEFENSE CURL	NRM	-	-	40	15
BELLY DRUM	NRM	-	-	10	22
HEADBUTT	NRM	70	100	15	29
SNORE	NRM	100	100	15	36
REST	PSY	-	-	10	36
BODY SLAM	NRM	85	100	15	43
ROLLOUT	RCK	30	90	20	50
HYPER BEAM	NRM	150	90	5	57

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#143
01	DYNAMIC PUNCH	FTG	100	50	5	●
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
04	ROLLOUT	RCK	30	90	20	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	100	5	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	NRM	150	90	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
22	SOLARBEAM	GRS	120	100	10	●
25	THUNDER	ELC	120	70	10	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
29	PSYCHIC	PSY	90	100	10	●
30	SHADOW BALL	GMO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
33	ICE PUNCH	ICE	75	100	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
38	FIRE BLAST	FIR	120	85	5	●
40	DEFENSE CURL	NRM	-	-	40	●
41	THUNDERPUNCH	ELC	75	100	15	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
48	FIRE PUNCH	FIR	75	100	15	●
43	SURF	WTR	95	100	15	●
44	STRENGTH	NRM	80	100	15	●



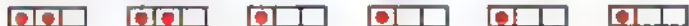
# #1 BULBASAUR

TYPE GRASS/POISON

Height :  
0.7 m  
Weight :  
13 lb



SPECIAL ATTACK SPECIAL DEFENSE ATTACK DEFENSE HIT POINTS SPEED



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#1	#2	#3
TACKLE	NRM	35	95	35	-	-	-
GROWL	NRM	-	100	40	4	4	4
LEECH SEED	GRS	-	90	■	7	7	7
VINE WHIP	GRS	35	100	■	10	■	10
POISONPOWER	PSN	-	75	15	15	15	15
SLEEP POWER	GRS	-	75	15	15	15	15
RAZOR LEAF	GRS	55	95	25	20	22	22
SWEET SCENT	NRM	-	100	20	25	29	29
GROWTH	NRM	-	-	40	32	38	41
SYNTHESIS	GRS	-	-	5	39	47	53
SOLARBEAM	GRS	120	100	10	46	56	65

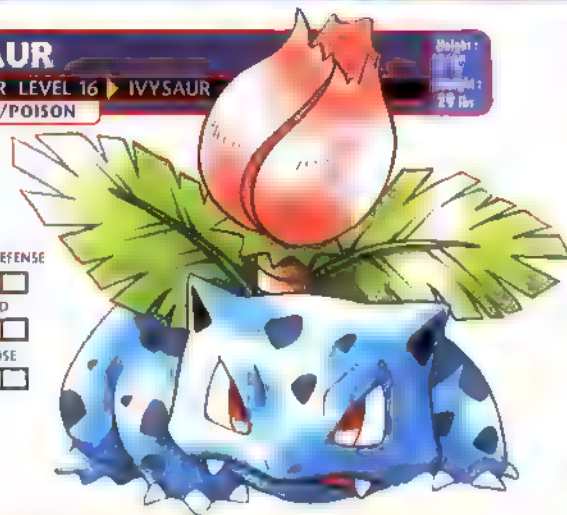
## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#1	#2	#3
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
05	ROAR	NRM	-	100	20	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
08	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FTL	-	-	5	●	●	●
12	SWEET SCENT	NRM	-	100	20	●	●	●
13	SNORE	NRM	■	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
17	PROTECT	NRM	-	-	■	●	●	●
19	GIGA DRAIN	GRS	■	100	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
22	SOLARBEAM	GRS	120	100	■	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
38	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●	●
41	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
49	FURY CUTTER	BUG	■	95	20	●	●	●
51	CUT	NRM	50	95	30	●	●	●
55	FLASH	NRM	-	70	20	●	●	●

# #2 IVYSAUR

BULBASAUR LEVEL 16 ▶ IVYSAUR  
TYPE GRASS/POISON

Height :  
1.6 m  
Weight :  
30 lb



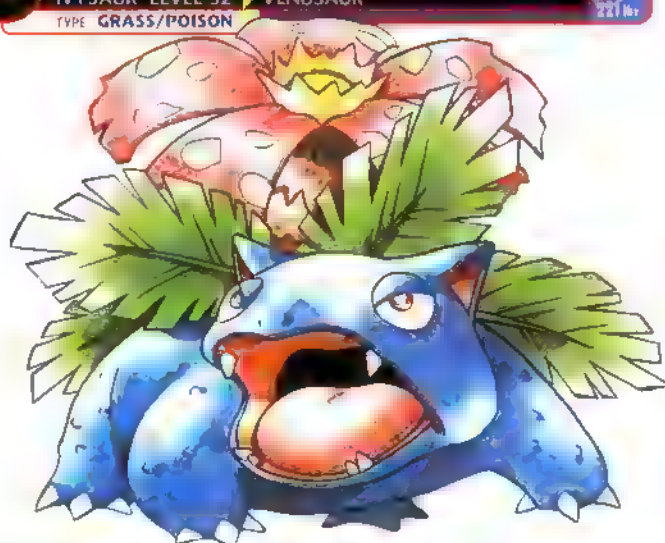
SPECIAL ATTACK SPECIAL DEFENSE



# #3 VENUSAUR

IVYSAUR LEVEL 32 ▶ VENUSAUR  
TYPE GRASS/POISON

Height :  
2.5 m  
Weight :  
221 lb

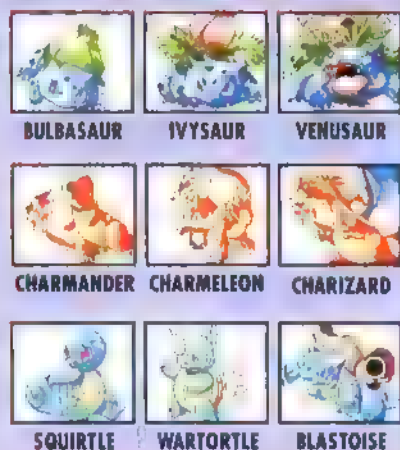


SPECIAL ATTACK SPECIAL DEFENSE ATTACK DEFENSE HIT POINTS SPEED



## PROF. ELM'S MEMO

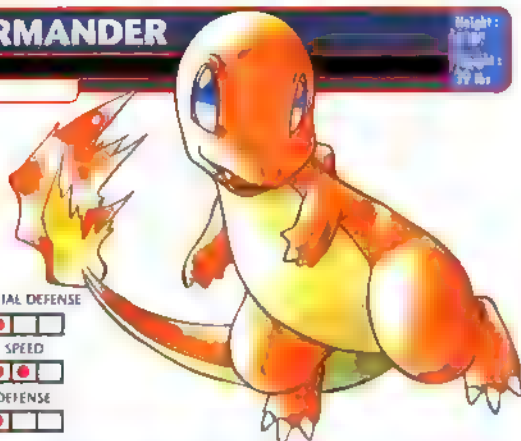
Red, Blue and Yellow Only



#4

## CHARMANDER

TYPE: FIRE

Height:  
10'00"  
Weight:  
29 lbs

SPECIAL ATTACK SPECIAL DEFENSE



HIT POINTS



ATTACK



SPEED



DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#4	#5	#6
SCRATCH	NRM	III	100	35	-	-	-
GROWL	NRM	-	100	40	-	-	-
EMBER	FIR	40	100	25	7	7	7
SMOKESCREEN	NRM	-	100	20	III	13	13
RAGE	NRM	20	100	20	19	20	III
SCARY FACE	NRM	-	90	10	25	27	27
FLAMETHROWER	FIR	95	100	III	31	34	34
WING ATTACK	FLY	60	100	35	-	-	36
SLASH	NRM	70	100	20	37	41	44
DRAGON RAGE	DRG	-	100	10	43	48	54
FIRE SPIN	FIR	15	70	15	49	55	64

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#4	#5	#6
01	DYNAMIC PUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
04	ROAR	NRM	-	100	20	●	●	●
05	TOXIC	PSN	-	85	10	●	●	●
06	ROCK SMASH	FTG	III	100	15	●	●	●
07	HIDDEN POWER	NRM	-	100	15	●	●	●
08	SUNNY DAY	FTG	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	VII	5	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●
24	DRAGONBREATH	DRG	60	100	20	●	●	●
26	EARTHQUAKE	GRD	100	100	III	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
28	DIG	GRD	60	100	10	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
37	SANDSTORM	RCK	-	-	10	●	●	●
38	FIRE BLAST	FIR	120	85	5	●	●	●
39	SWIFT	NRM	III	-	20	●	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●	●
44	REST	PSY	-	-	III	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
47	STEEL WING	STL	70	90	25	●	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●	●
49	FURY CUTTER	BUG	10	95	20	●	●	●
HI	CUT	NRM	50	95	30	●	●	●
H2	FLY	FLY	70	95	15	●	●	●
H4	STRENGTH	NRM	III	100	15	●	●	●

#5

## CHARMELEON

CHARMANDER LEVEL 16 ► CHARMELEON  
TYPE: FIREHeight:  
10'00"  
Weight:  
42 lbs

SPECIAL ATTACK SPECIAL DEFENSE



HIT POINTS



ATTACK



SPEED

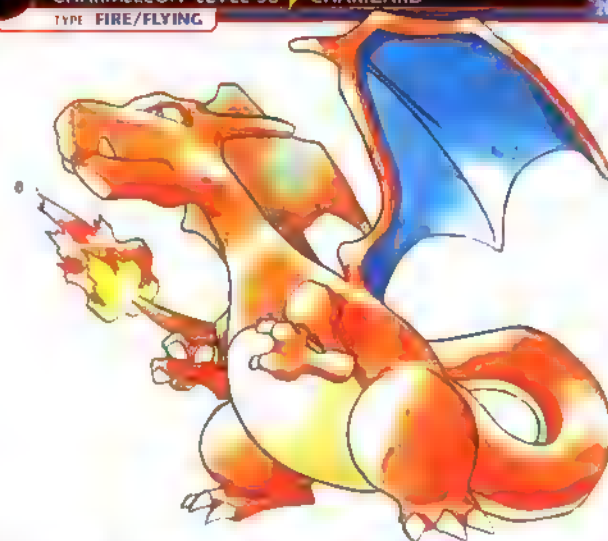


DEFENSE



#6

## CHARIZARD

CHARMELEON LEVEL 36 ► CHARIZARD  
TYPE: FIRE/FLYINGHeight:  
10'00"  
Weight:  
200 lbs

SPECIAL ATTACK SPECIAL DEFENSE



## PROF. ELM'S MEMO

More Unavailable Pokémon



ARTICUNO



ZAPDOS



MOLTRES



KABUTO



KABUTOPS



OMANYTE



OMASTAR



MEWTWO



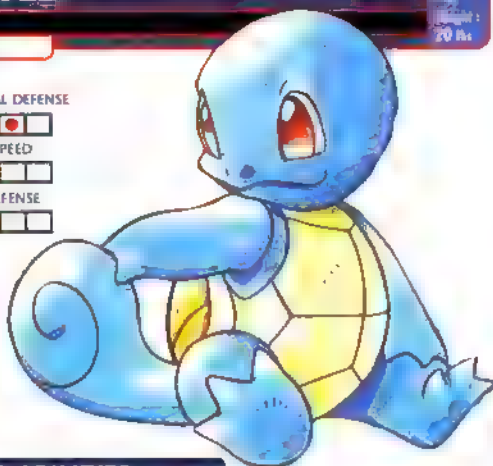
MEW



# #7 SQUIRTLE

TYPE: WATER

Height: 1'3"  
Weight: 20 lbs



## LEVEL-UP ABILITIES

ATTACK	TYPE	SA	AC	PP	#7	#8	#9
TACKLE	NRM	35	95	35	-	-	-
TAIL WHIP	NRM	-	100	30	4	4	4
BUBBLE	WTR	20	100	30	7	7	7
WITHDRAW	WTR	-	100	10	10	10	10
WATER GUN	WTR	40	100	25	13	13	13
BITE	DRK	100	100	25	18	18	19
RAPID SPIN	NRM	20	100	10	21	25	25
PROTECT	NRM	-	-	10	28	31	31
RAIN DANCE	WTR	-	-	5	33	37	42
SKULL BASH	NRM	100	100	15	40	45	55
HYDRO PUMP	WTR	120	-	5	47	53	-

## TM & HM ABILITIES

#	ATTACK	TYPE	SA	AC	PP	#7	#8	#9
01	DYNAMICPUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
04	ROLLOUT	RCK	30	90	10	●	●	●
05	ROAR	NRM	-	100	20	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
07	ROCK SMASH	FTG	20	100	15	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
13	SHORE	NRM	40	100	15	●	●	●
14	BLIZZARD	ICE	120	70	5	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
16	ICY WIND	ICE	55	100	15	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●
24	EARTHQUAKE	GRD	100	100	10	●	●	●
27	RETURN	NRM	-	100	10	●	●	●
28	DIG	GRD	60	100	10	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
33	ICE PUNCH	ICE	75	100	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
H3	SURF	WTR	100	100	15	●	●	●
H4	STRENGTH	NRM	80	100	15	●	●	●
H5	WHIRLPOOL	WTR	15	70	15	●	●	●
H7	WATERFALL	WTR	100	100	15	●	●	●

# #8 WARTORTLE

SQUIRTLE LEVEL 16 ▶ WARTORTLE

TYPE: WATER

Height: 2'3"  
Weight: 50 lbs



# #9 BLASTOISE

WARTORTLE LEVEL 36 ▶ BLASTOISE

TYPE: WATER

Height: 4'8"  
Weight: 180 lbs



# #144 ARTICUNO

TYPE: ICE/FLYING

Height: 1'02"  
Weight: 112.2 lbs



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#144
GUST	FLY	40	100	35	-
POWDER SNOW	ICE	40	100	25	-
Mist	ICE	-	-	■	13
AGILITY	PSY	-	-	■	25
MIND READER	NRM	-	100	5	37
ICE BEAM	■	95	100	10	49
REFLECT	PSY	-	-	20	61
BLIZZARD	ICE	120	■	5	73

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#144
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
■	ROCK SMASH	FTG	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	■	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	NRM	150	90	5	●
16	ICY WIND	ICE	55	■	■	●
17	PROTECT	NRM	-	-	■	●
■	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	■	●
21	FRUSTRATION	NRM	-	100	20	●
27	RETURN	NRM	-	100	20	●
31	MUD-SLAP	GRD	■	100	■	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	■	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	■	●
39	SWIFT	NRM	60	-	20	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
47	STEEL WING	STL	70	90	25	●
H2	FLY	FLY	70	95	15	●

# #145 ZAPDOS

TYPE: ELECTRIC/FLYING

Height: 1'10"  
Weight: 116 lbs



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#145
PECK	FLY	35	100	35	-
THUNDERSHOCK	ELC	40	100	30	-
THUNDER WAVE	ELC	-	100	20	13
AGILITY	PSY	-	-	30	25
DETECT	FTG	-	-	5	37
DRILL PECK	FLY	■	100	20	49
LIGHT SCREEN	PSY	-	-	30	■
THUNDER	ELC	120	70	10	73

## TM & HM ABILITIES

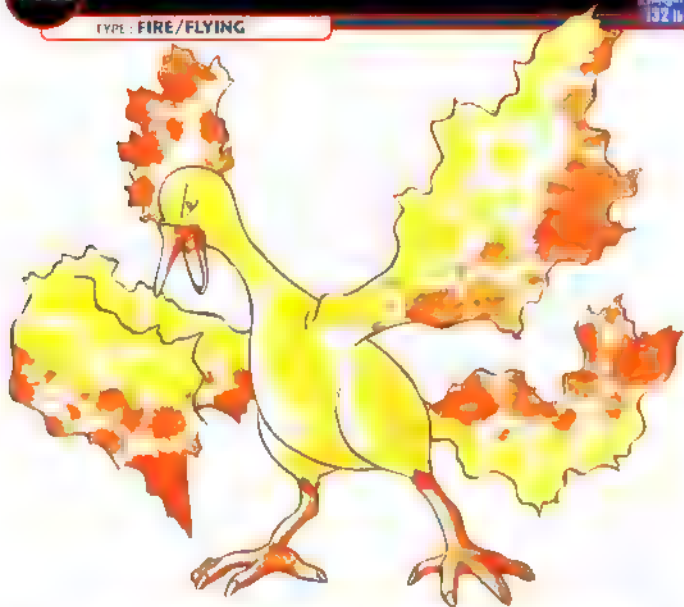
#	ATTACK	TYPE	BA	AC	PP	#145
03	CURSE	???	-	-	■	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	■	5	●
08	ROCK SMASH	FTG	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	■	-	-	5	●
13	SNORE	NRM	40	100	15	●
15	HYPER BEAM	NRM	150	90	5	●
17	PROTECT	NRM	-	-	■	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	■	●
21	FRUSTRATION	NRM	-	100	20	●
25	THUNDER	ELC	120	70	10	●
27	RETURN	NRM	-	100	■	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
39	SWIFT	NRM	60	-	20	●
43	DETECT	FTG	-	-	5	●
■	REST	PSY	-	-	10	●
47	STEEL WING	STL	70	■	25	●
H2	FLY	FLY	70	90	25	●
H5	FLASH	NRM	-	70	■	●



# #146 MOLTRES

TYPE: FIRE/FLYING

Height: 1.6m  
Weight: 132 lbs



SPECIAL ATTACK SPECIAL DEFENSE ATTACK DEFENSE HIT POINTS SPEED

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#146
WING ATTACK	FLY	60	100	35	-
EMBER	FIR	40	100	25	-
FIRE SPIN	FIR	15	70	15	13
AGILITY	PSY	-	-	30	25
ENDURE	NRM	-	-	10	37
FLAMETHROWER	FIR	95	100	15	49
SAFEGUARD	NRM	-	-	25	61
SKY ATTACK	FLY	140	90	5	73

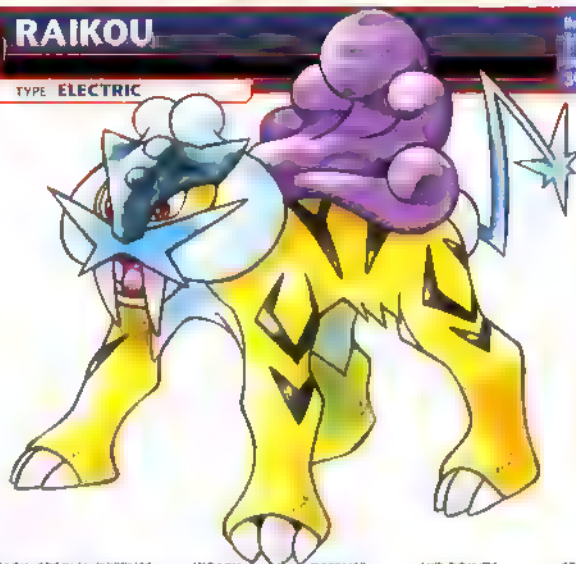
## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#146
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	10	10	●
08	ROCK SMASH	FTG	100	15	●	
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	PLN	-	-	5	●
13	SNORE	NRM	100	15	●	
15	HYPER BEAM	NRM	150	90	5	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
27	RETURN	NRM	-	100	10	●
31	MUD-SLAP	GRD	100	10	●	
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
38	FIRE BLAST	FIR	120	85	5	●
43	DETECT	NRM	60	-	20	●
44	REST	PSY	-	-	10	●
47	STEEL WING	STL	70	90	25	●
H2	FLY	FLY	70	95	15	●

# #243 RAIKOU

TYPE: ELECTRIC

Height: 1.6m  
Weight: 392 lbs



SPECIAL ATTACK SPECIAL DEFENSE ATTACK DEFENSE HIT POINTS SPEED

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#243
BITE	DRK	100	25	-	-
LEER	NRM	-	100	30	-
THUNDERSHOCK	ELC	100	30	11	-
ROAR	NRM	-	100	20	21
QUICK ATTACK	NRM	100	100	31	-
SPARK	ELC	65	100	20	41
REFLECT	PSY	-	-	20	51
CRUNCH	DRK	100	15	61	-
THUNDER	ELC	120	70	10	71

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#243
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	■	5	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	■	-	-	5	●
13	SNORE	NRM	40	100	15	●
15	HYPER BEAM	NRM	150	90	5	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
25	THUNDER	ELC	■	70	10	●
27	RETURN	NRM	-	100	20	●
■	DIG	GRD	60	100	10	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
39	SWIFT	NRM	60	-	20	●
43	DETECT	FTG	-	-	5	●
■	REST	PSY	-	-	10	●
■	CUT	NRM	50	95	30	●
H4	STRENGTH	NRM	80	100	15	●
H5	FLASH	NRM	-	70	20	●

## #244 ENTEI

TYPE: FIRE

Height: 1.1 m  
Weight: 437 lbs

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#244
BITE	DRK	60	100	25	-
LEER	NRM	-	100	30	-
EMBER	FIR	40	100	25	11
ROAR	NRM	-	100	20	21
FIRE SPIN	FIR	15	100	15	31
STOMP	NRM	65	100	20	41
FLAMETHROWER	FIR	95	100	15	51
SWAGGER	NRM	-	90	15	61
FIRE BLAST	FIR	120	85	5	71

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#244
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	100	100	15	●
09	PSYCH UP	NRM	-	-	10	●
11	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	100	100	15	●
15	HYPER BEAM	NRM	150	90	5	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	SOLARBEAM	GRS	120	100	10	●
23	IRON TAIL	STL	100	75	15	●
27	RETURN	NRM	-	100	20	●
28	DIG	GRD	60	100	10	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
39	FIRE BLAST	FIR	120	85	5	●
39	SWIFT	NRM	60	-	20	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
H1	CUT	NRM	50	95	30	●
H4	STRENGTH	NRM	100	100	15	●
H5	FLASH	NRM	-	70	10	●

## #245 SUICUNE

TYPE: WATER

Height: 1.1 m  
Weight: 412 lbs

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#245
BITE	DRK	60	100	25	-
LEER	NRM	-	100	30	-
WATER GUN	WTR	40	100	25	11
ROAR	NRM	-	100	20	21
GUST	FLY	40	100	35	31
BUBBLEBEAM	WTR	100	100	20	41
MIST	ICE	-	-	30	51
MIRROR COAT	PSY	-	100	20	61
HYDRO PUMP	WTR	120	80	5	71

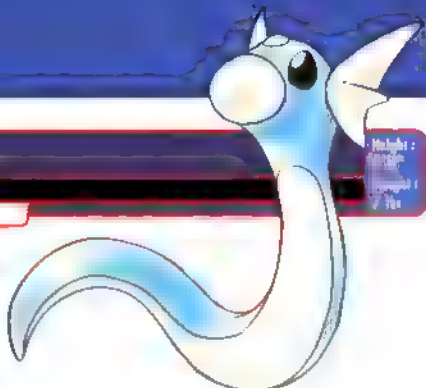
## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#245
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
11	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	NRM	150	90	5	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	-	10	●
23	IRON TAIL	STL	100	75	15	●
27	RETURN	NRM	-	100	20	●
28	DIG	GRD	60	100	10	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
39	SWIFT	NRM	60	-	20	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
H1	CUT	NRM	50	95	30	●
H3	SURF	WTR	95	100	15	●
H6	WHIRLPOOL	WTR	15	70	15	●
H7	WATERFALL	WTR	80	100	15	●



# #147 DRATINI

TYPE DRAGON



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#147	#148	#149
WRAP	NRM	15	85	20	-	-	-
LEER	NRM	-	100	30	-	-	-
THUNDER WAVE	ELC	-	100	20	8	8	8
TWISTER	DRG	40	100	20	15	15	15
DRAGON RAGE	DRG	-	100	30	22	22	22
SLAM	NRM	80	75	20	29	29	29
AGILITY	PSY	-	-	30	36	38	38
SAFEGUARD	NRM	-	-	25	47	47	47
WING ATTACK	FLY	60	100	35	-	-	55
OUTRAGE	DRG	100	15	50	56	61	-
HYPER BEAM	NRM	150	90	5	57	75	-

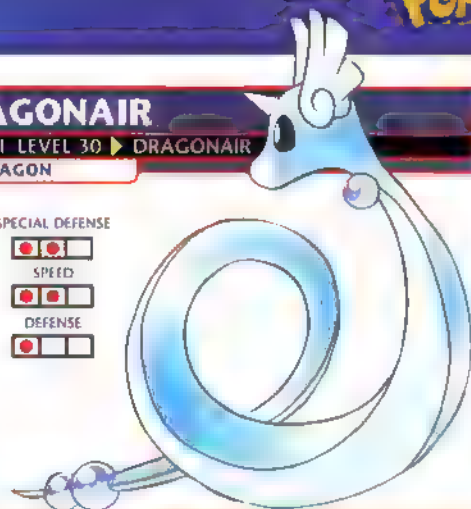
## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#147	#148	#149
01	DYNAMICPUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
07	ZAP CANNON	ELC	100	50	5	●	●	●
08	ROCK SMASH	FTG	100	15	15	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
14	BLIZZARD	ICE	120	70	5	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
16	ICY WIND	ICE	55	95	15	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●
24	DRAGONBREATH	DRG	60	100	15	●	●	●
25	THUNDER	ELC	120	70	10	●	●	●
27	RETURN	NRM	-	100	10	●	●	●
28	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
33	ICE PUNCH	ICE	75	100	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
37	SANDSTORM	RCK	-	-	10	●	●	●
38	FIRE BLAST	FIR	120	85	5	●	●	●
39	SWIFT	NRM	60	-	10	●	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●	●
43	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
47	STEEL WING	STL	70	90	25	●	●	●
48	FIRE PUNCH	FTG	75	100	15	●	●	●
49	FURY CUTTER	BUG	10	95	20	●	●	●
50	FLY	FLY	70	95	15	●	●	●
H3	SURF	WTR	95	100	15	●	●	●
H4	STRENGTH	NRM	80	100	15	●	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●	●
H7	WATERFALL	WTR	80	100	15	●	●	●

# #148 DRAGONAIR

DRATINI LEVEL 30 ▶ DRAGONAIR

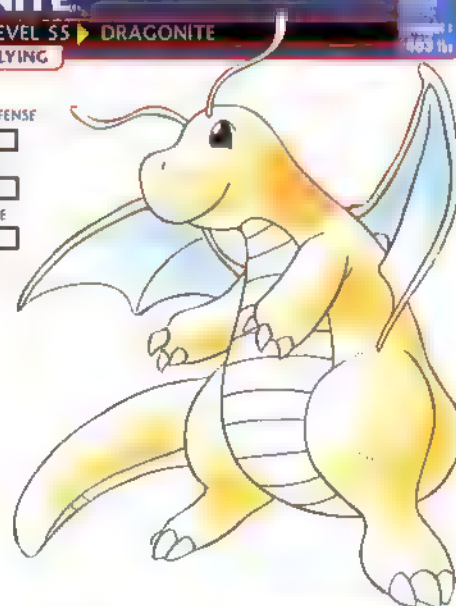
TYPE DRAGON



# #149 DRAGONITE

DRAGONAIR LEVEL 55 ▶ DRAGONITE

TYPE DRAGON/FLYING



## PROF. ELM'S MEMO

Unavailable in Gold

Transfer from Red, Blue, Silver



#37 VULPIX #38 NINETALES #52 MEOWTH #53 PERSIAN

Transfer from Silver



#231 PHANPY #232 DONPHAN #227 SKARMORY



#165 LEDYBA #166 LEDIAN #225 DELIBIRD

# #246 LARVITAR

TYPE: ROCK/GROUND

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	SA	AC	PP	#246	#247	#248
BITE	DRK	60	100	25	-	-	-
LEER	NRM	-	100	30	-	-	-
SANDSTORM	RCK	-	-	■	8	8	8
SCREECH	NRM	-	85	40	15	15	15
ROCK SLIDE	RCK	75	90	10	■	22	22
THRASH	NRM	90	100	20	29	29	29
SCARY FACE	NRM	-	90	10	36	38	38
CRUNCH	DRK	80	100	15	43	47	47
EARTHQUAKE	GRD	100	100	10	50	56	61
HYPER BEAM	NRM	150	90	5	57	65	75

## TM & HM ABILITIES

#	ATTACK	TYPE	SA	AC	PP	#246	#247	#248
01	DYNAMICPUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
05	ROAR	NRM	-	100	20	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
08	ROCK SMASH	FTG	20	100	15	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
17	PROTECT	NRM	-	-	■	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	■	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●
24	DRAGONBREATH	DRG	60	100	20	●	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
28	DIG	GRD	60	100	10	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NEM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
37	SANDSTORM	RCK	-	-	10	●	●	●
38	FIRE BLAST	FIR	120	85	5	●	●	●
43	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
49	FURY CUTTER	BUG	10	95	20	●	●	●
50	NIGHTMARE	GHO	-	100	15	●	●	●
51	CUT	NRM	50	95	30	●	●	●
H3	SURF	WTR	95	100	15	●	●	●
H4	STRENGTH	NRM	80	100	15	●	●	●

# #247 PUPITAR

LARVITAR LEVEL 30 → PUPITAR  
TYPE: ROCK/GROUND

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

# #248 TYRANITAR

PUPITAR LEVEL 55 → TYRANITAR  
TYPE: ROCK/DARK



## PROF. ELM'S MEMO

Unavailable in Silver

Transfer from Red, Blue, Gold



#56 MANKEY #57 PRIMEAPE #58 GROWLITHE #59 ARCANINE

Transfer from Gold



#216 TEDDIURSA #217 URSARING #207 GLIGAR



#167 SPINARAK #168 ARIADOS #226 MANTINE

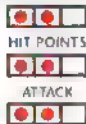


# #249 LUGIA

TYPE PSYCHIC/FLYING

Max HP: 1  
Weight: 476 lbs

SPECIAL ATTACK SPECIAL DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#249
AEROBLAST	FLY	100	95	5	-
SAFEGUARD	NRM	-	-	25	11
GUST	FLY	40	100	35	22
RECOVER	NRM	-	-	20	33
HYDRO PUMP	WTR	120	■	5	44
RAIN DANCE	WTR	-	-	5	55
SWIFT	NRM	60	-	20	66
WHIRLWIND	NRM	-	100	20	77
ANCIENT POWER	RCK	60	100	5	88
FUTURE SIGHT	PSY	80	90	15	99

## TM & HM ABILITIES

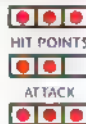
#	ATTACK	TYPE	BA	AC	PP	#249
01	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	NRM	150	90	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
19	GIGA DRAIN	GRS	60	100	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
24	DRAGONBREATH	DRG	60	100	20	●
25	THUNDER	ELC	120	70	10	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
29	PSYCHIC	PSY	90	100	10	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
39	SWIFT	NRM	60	-	20	●
42	DREAM EATER	PSY	100	100	15	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
47	STEEL WING	STL	70	90	25	●
50	NIGHTMARE	GHO	-	100	15	●
H2	FLY	FLY	70	95	15	●
H3	SURF	WTR	95	100	15	●
H4	STRENGTH	NRM	80	100	15	●
H6	WHIRLPOOL	WTR	15	70	15	●
H7	WATERFALL	WTR	80	100	15	●

# #250 HO-OH

TYPE FIRE/FLYING

Max HP: 1  
Weight: 439 lbs

SPECIAL ATTACK SPECIAL DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#250
SACRED FIRE	FIR	100	95	5	-
SAFEGUARD	NRM	-	-	25	11
GUST	FLY	40	100	35	22
RECOVER	NRM	-	-	20	33
FIRE BLAST	FIR	120	85	5	44
SUNNY DAY	FIR	-	-	5	55
SWIFT	NRM	60	-	20	66
WHIRLWIND	NRM	-	100	20	77
ANCIENT POWER	RCK	60	100	5	88
FUTURE SIGHT	PSY	80	90	15	99

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#250
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
15	HYPER BEAM	NRM	150	90	5	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
19	GIGA DRAIN	GRS	60	100	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
24	SOLARBEAM	GRS	120	100	10	●
24	DRAGONBREATH	DRG	60	100	20	●
25	THUNDER	ELC	120	70	10	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
29	PSYCHIC	PSY	90	100	10	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
38	FIRE BLAST	FIR	120	85	5	●
39	SWIFT	NRM	60	-	20	●
42	DREAM EATER	PSY	100	100	15	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
47	STEEL WING	STL	70	90	25	●
50	NIGHTMARE	GHO	-	100	15	●
H2	FLY	FLY	70	95	15	●
H4	STRENGTH	NRM	80	100	15	●
H5	FLASH	NRM	-	70	20	●

# #150 MEWTWO

TYPE PSYCHIC

SPECIAL ATTACK SPECIAL DEFENSE



HIT POINTS



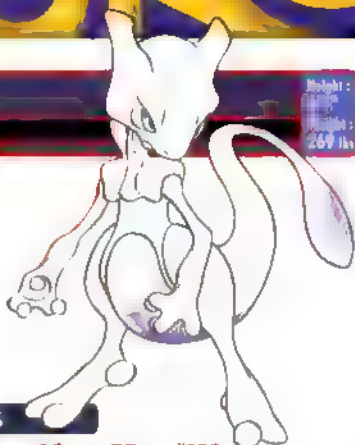
ATTACK



SPEED



DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#150
CONFUSION	PSY	50	100	25	-
DISABLE	NRM	-	55	20	-
BARRIER	PSY	-	-	11	-
SWIFT	NRM	60	-	20	22
PSYCH UP	NRM	-	-	10	33
FUTURE SIGHT	PSY	80	90	15	44
MIST	ICE	-	-	30	55
PSYCHIC	PSY	90	100	10	66
AMNESIA	PSY	-	-	20	77
RECOVER	NRM	-	-	30	88
SAFEGUARD	NRM	-	-	25	99

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#150
01	DYNAMICPUNCH	FTG	100	50	5	●
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	NRM	150	90	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
22	SOLARBEAM	GRS	120	100	10	●
23	IRON TAIL	STL	100	75	15	●
25	THUNDER	ELC	120	70	■	●
27	RETURN	NRM	-	100	■	●
29	PSYCHIC	PSY	■	100	10	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
33	ICE PUNCH	ICE	75	100	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
38	FIRE BLAST	FIR	120	85	5	●
39	SWIFT	NRM	60	-	20	●
41	THUNDERPUNCH	ELC	75	100	15	●
■	DREAM EATER	PSY	100	100	15	●
43	DETECT	FTG	-	-	5	●
■	REST	PSY	-	-	10	●
48	FIRE PUNCH	FIR	75	100	15	●
50	NIGHTMARE	GHO	-	100	15	●
H4	STRENGTH	NRM	80	100	15	●
H5	FLASH	NRM	-	70	20	●

# #151 MEW

TYPE PSYCHIC

SPECIAL ATTACK SPECIAL DEFENSE



HIT POINTS



ATTACK



SPEED



DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#151
POUND	NRM	40	100	35	-
TRANSFORM	NRM	-	-	■	■
MEGA PUNCH	NRM	80	85	20	20
METRONOME	NRM	-	-	■	30
PSYCHIC	PSY	90	100	10	40
ANCIENT POWER	RCK	60	100	5	50

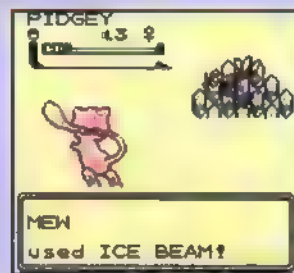
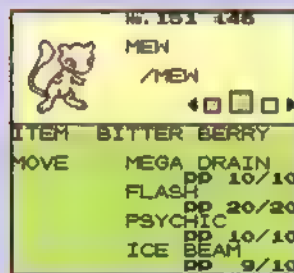
## TM & HM ABILITIES

ALL



## PROF. ELM'S MEMO

Have You Seen Mew?





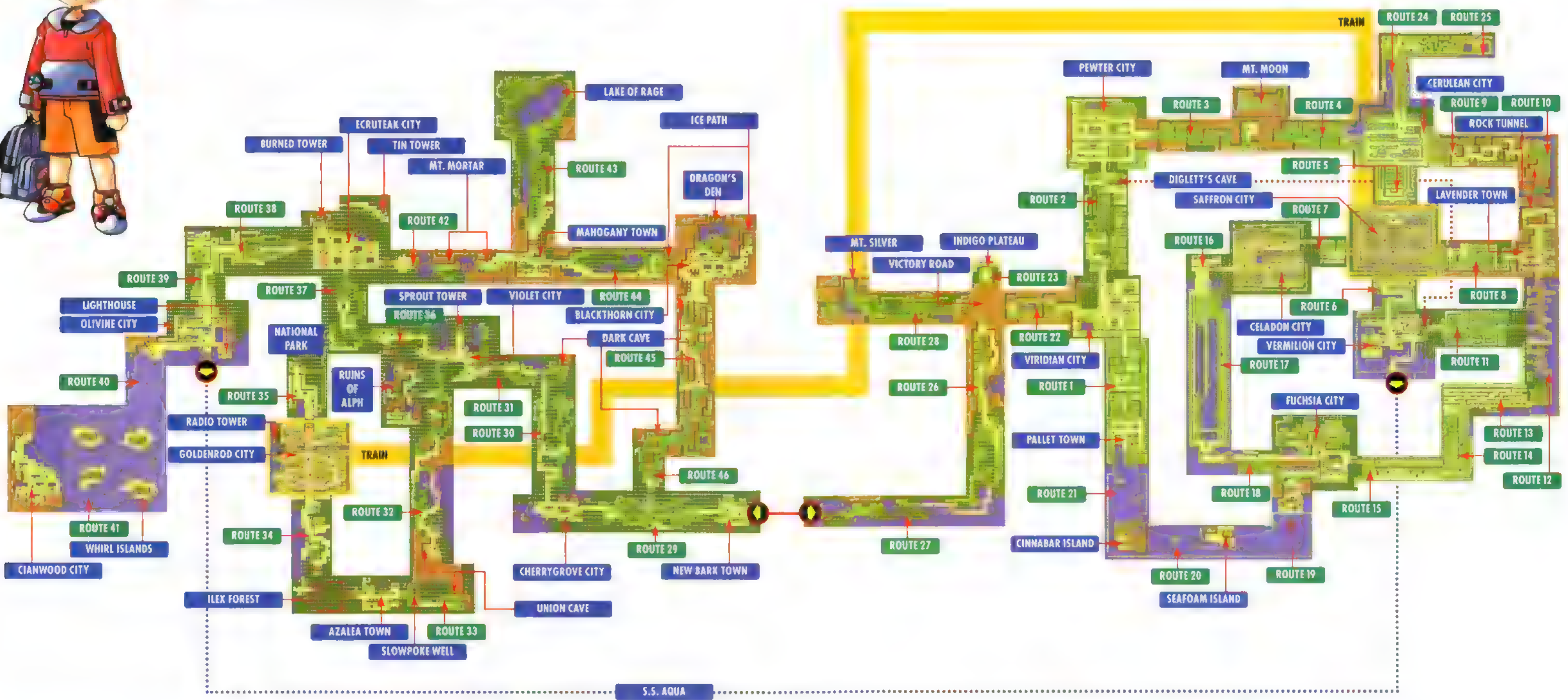
# Elm's Archives



## World Map



Pokémon Gold and Silver begin in Johto. After you defeat the Elite Four, you'll make your way through Kanto, where Red, Blue and Yellow took place. The two lands are connected to each other physically, and it's easiest to travel between them by way of the train.



JOHTO

KANTO



# Reading the Locator

The Pokémon Locators on the following pages present an exhaustive reference for catching all the wild Pokémon in Gold and Silver. The information about where to catch

each Pokémon is presented twice—once by area name and once by the name of the Pokémon. Colors, icons and abbreviations are used in the Pokémon Locator, so study the keys.

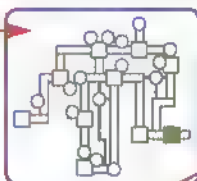


## BY AREA

AREA NAME

New Bark Town

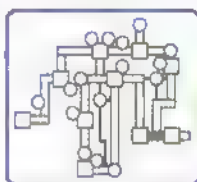
AREA MAP



SURF OR FISHING ROD

Pokémon color-coded blue are caught either by Surfing or by using one of the three fishing rods.

Route 29



- D OLD ROD
- G GOOD ROD
- S SUPER ROD

POKÉMON ID & NAME

GOLD OR SILVER / MORNING, DAY, NIGHT

Pokémon location and frequency are different in Gold and Silver. A Pokémon's frequency can also vary at different times of day.

		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#73	TENTACOO	MANY	O G S	MANY	O G S	MANY	O G S
#73	TENTACUEL	MANY	O G S	MANY	O G S	MANY	O G S
#90	SHELLDER	NONE	O G S	NONE	O G S	NONE	O G S
#129	MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S
#120	CHINCHOU	NONE	O G S	NONE	O G S	NONE	O G S
#97	LANTURN	NONE	O G S	NONE	O G S	NONE	O G S
#152	CHIKORITA	NONE	O G S	NONE	O G S	NONE	O G S
#155	CYNDAQUIL	NONE	O G S	NONE	O G S	NONE	O G S
#158	TOTODILE	NONE	O G S	NONE	O G S	NONE	O G S

Prof. Elm presents you one of the three Pokémon.

EVENT

Pokémon that are not caught in battle are color-coded pink. You can catch the Pokémon during an event, by trading for them, by winning in a Game Corner or receiving them as gifts or some other special circumstance.

WILD

Pokémon color-coded green are found in the tall grass, inside a cave or inside a structure. They will attack you as you're walking in those areas. Pokémon may change from Few to Many after you receive a phone call from specific Trainers.













### AREA INDEX

AREA	PAGE	AREA	PAGE	AREA	PAGE	AREA	PAGE	AREA	PAGE
JOHTO		BLACKTHORN CITY	108	TIN TOWER	102	ROUTE 14	116	FUCHSIA CITY	115
ROUTE 29	96	BURNED TOWER	102	UNION CAVE	98	ROUTE 15	116	MT. MOON	117
ROUTE 30	96	CHERRY GROVE CITY	96	VIOLET CITY	97	ROUTE 16	115	MT. SILVER	120
ROUTE 31	97	CIANWOOD CITY	105	WHIRL ISLANDS	104	ROUTE 17	115	PALLET TOWN	118
ROUTE 32	97	DARK CAVE	109			ROUTE 18	115	PEWTER CITY	117
ROUTE 33	99	DRAGON'S DEN	108	KANTO		ROUTE 19	119	ROCK TUNNEL	112
ROUTE 34	100	ECRUTEAK CITY	102	ROUTE 1	118	ROUTE 20	119	TOHJO FALLS	110
ROUTE 35	101	GOLDENROD CITY	100	ROUTE 2	117	ROUTE 21	119	VERMILION CITY	111
ROUTE 36	101	ICE PATH	107	ROUTE 3	117	ROUTE 22	120	VICTORY ROAD	111
ROUTE 37	101	ILEX FOREST	100	ROUTE 4	118	ROUTE 23	100	VERIDIAN CITY	118
ROUTE 38	102	LAKE OF RAGE	107	ROUTE 5	114	ROUTE 24	113		
ROUTE 39	103	MT. MORTAR	105	ROUTE 6	111	ROUTE 25	114		
ROUTE 40	103	NATIONAL PARK	101	ROUTE 7	111	ROUTE 26	110		
ROUTE 41	103	NEW BARK TOWN	96	ROUTE 8	112	ROUTE 27	110		
ROUTE 42	105	OLIVINE CITY	103	ROUTE 9	112	ROUTE 28	120		
ROUTE 43	107	ROCKET HIDEOUT	106	ROUTE 10	112	CELADON CITY	114		
ROUTE 44	107	RUINS OF ALPH	98	ROUTE 11	116	CERULEAN CITY	113		
ROUTE 45	108	SLOWPOKE WELL	98	ROUTE 12	115	CINNABAR ISLAND	119		
ROUTE 46	109	SPROUT TOWER	97	ROUTE 13	116	DIGLETT'S CAVE	111		

# BY NAME

## ICON CHART

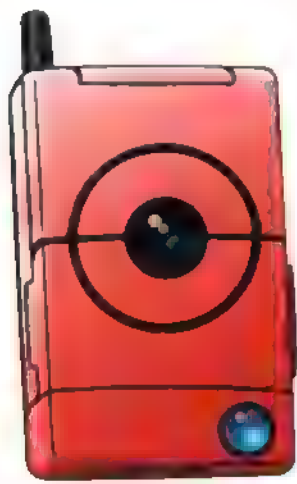
AREA	ID & NAME	LEVEL	TYPE	GOLD OR SILVER MORNING, DAY, NIGHT						PAGE
				GOLD	SILVER	MORNING	DAY	NIGHT	ALL	
AREA	#232 DONPHAN		GROUND							PAGE 71
	ROUTE 111	49								
	MT. SILVER 11 (ENTRANCE)	44								
	MT. SILVER 11-2F	47								
	MT. SILVER 27 (SMALL ROOM)	47								
	MT. SILVER 27 (DEEP)	50								
LEVEL	MT. SILVER	40								
	VICTORY ROAD	33								
	#140 DRAGONAIR		DRAGON							PAGE 87
	ROUTE 45	30								
	DRAGON'S DEN	60								
	#140 DRAGONITE		DRAGON/FLYING							PAGE 87
MANY, FEW, NONE	EVOLVE FROM DRAGONAIR (LV 55)									
	#142 DRATINI		DRAGON							PAGE 87
	ROUTE 45	10, 10								
	GOLDENROD CITY (GAME CORNER)	30								
	DRAGON'S DEN	20, 40								
	DRAGON'S DEN	10-14								
EVENT	#66 DROWZEE		PSYCHIC							PAGE 35
	ROUTE 11	14, 14								
	ROUTE 34	10, 12								
	ROUTE 35	14								
	#91 DUGTRIO		GROUND							PAGE 49
	DRATINI'S CAVE	19, 24, 29								
TRAP	#200 DUNSPARCE		NORMAL							PAGE 23
	DARK CAVE (BLACKTHORN CITY SIDE)	2-4								
	DARK CAVE (BLACKTHORN CITY SIDE)	4								
	#133 EEEVEE		NORMAL							PAGE 44
	GOLDENROD CITY	20								
	CELADON CITY (GAME CORNER)	13								
PRIZE	#23 EKANS		POISON							PAGE 23
	ROUTE 3	8								
	ROUTE 4	8								
	ROUTE 32	8								
	ROUTE 33	7								
	GOLDENROD CITY (GAME CORNER)	10								
HD	#125 ELECTABUZZ		ELECTRIC							PAGE 54
	ROUTE 10	15								
	ROUTE 10	15, 17								
	#101 ELECTRODE		ELECTRIC							PAGE 48
	MAHOGANY TOWN (HIDOUT B2)	23								
	MUST HATCH AT A POKÉMON BREEDING CENTER									
RS	#241 ENTEI		FIRE							PAGE 80
	JOHTO	40								
	RANDOM APPEARANCES AROUND JOHTO									
TRADE										

-  CATCH THE POKÉMON IN THE WILD
-  USE ROCK SMASH TO CATCH THE POKÉMON
-  USE HEADBUTT IN WOODED AREAS TO CATCH THE POKÉMON
-  USE HEADBUTT IN MOUNTAIN AREAS TO CATCH THE POKÉMON
-  CATCH THE POKÉMON IN THE WILD BY SURFING
-  USE A FISHING ROD TO CATCH THE POKÉMON
-  HATCH IT FROM AN EGG AT THE ROUTE 33 DAYCARE AND BREEDING CENTER
-  CATCH THE POKÉMON BY ACCOMPLISHING A TASK
-  WIN THE POKÉMON AS A GAME PRIZE
-  CATCH THE POKÉMON IN THE BUG-CATCHING CONTEST IN NATIONAL PARK
-  THE POKÉMON APPEARS IN THE GOLD VERSION ONLY
-  THE POKÉMON APPEARS IN THE SILVER VERSION ONLY

### TYPE

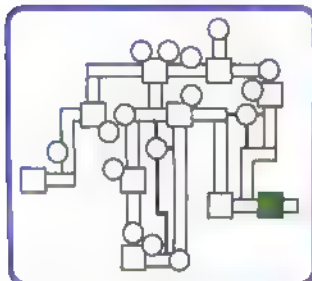
### POKÉDEX PAGE

The page the Pokémon appears on in the Pokédex section of the book is listed here.



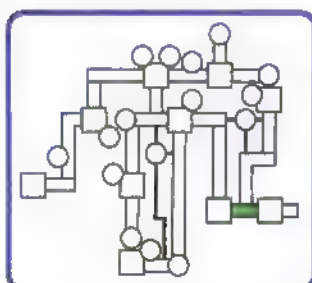


## New Bark Town



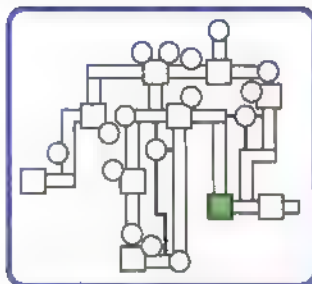
		GOLD						SILVER					
		MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#72	TENTACOO	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#73	TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#90	SHELLDER	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#129	MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#170	CHINCHOU	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#171	LANTURN	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#152	CHIKORITA	Prof. Elm presents you one of the three Pokémon.											
#155	CYNDAQUIL												
#158	TOTODILE												

## Route 29



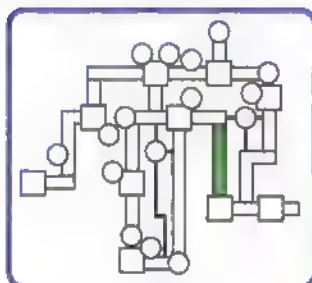
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#16	PIDGEY	MANY	MANY	NONE	MANY	MANY	NONE
#19	RATTATA	FEW	FEW	MANY	FEW	FEW	MANY
#161	SENTRET	MANY	MANY	NONE	MANY	MANY	NONE
#163	HOOTHOOT	NONE	NONE	MANY	NONE	NONE	MANY

## Cherrygrove City



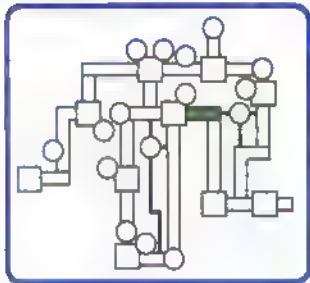
		GOLD						SILVER					
		MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#72	TENTACOO	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#73	TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#98	KRABBY	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#99	KINGLER	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#120	STARYU	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#129	MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#222	CORSOLA	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

## Route 30



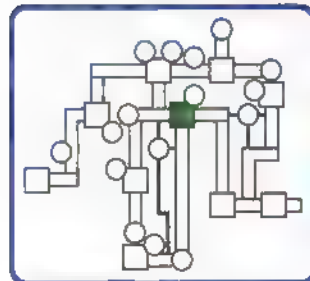
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#10	CATERPIE	MANY	MANY	NONE	NONE	NONE	NONE
#11	METAPOD	MANY	MANY	NONE	NONE	NONE	NONE
#13	WEEDLE	NONE	NONE	NONE	MANY	MANY	NONE
#14	KAKUNA	NONE	NONE	NONE	MANY	MANY	NONE
#16	PIDGEY	MANY	MANY	NONE	MANY	MANY	NONE
#19	RATTATA	NONE	NONE	MANY	NONE	NONE	MANY
#163	HOOTHOOT	NONE	NONE	MANY	NONE	NONE	MANY
#165	LEDYBA	NONE	NONE	NONE	MANY	NONE	NONE
#167	SPINARAK	NONE	NONE	MANY	NONE	NONE	NONE
#60	POLIWAG	MANY	O G S	MANY	O G S	MANY	O G S
#61	POLIWHIRL	MANY	O G S	MANY	O G S	MANY	O G S
#129	MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S

## Route 31



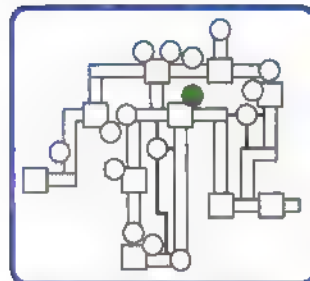
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#10 CATERPIE	MANY	MANY	NONE	NONE	NONE	NONE
#11 METAPOD	MANY	MANY	NONE	NONE	NONE	NONE
#13 WEEDLE	NONE	NONE	NONE	MANY	MANY	NONE
#14 KAKUNA	NONE	NONE	NONE	MANY	MANY	NONE
#16 PIDGEY	MANY	MANY	NONE	MANY	MANY	NONE
#19 RATTATA	NONE	NONE	MANY	NONE	NONE	MANY
#69 BELLSPOUT	MANY	MANY	MANY	MANY	MANY	MANY
#163 HOOTHOOT	NONE	NONE	MANY	NONE	NONE	MANY
#165 LEDYBA	NONE	NONE	NONE	MANY	NONE	NONE
#167 SPINARAK	NONE	NONE	MANY	NONE	NONE	NONE
#60 POLIWAG	MANY	O G S	MANY	O G S	MANY	O G S
#61 POLIWHIRL	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S

## Violet City



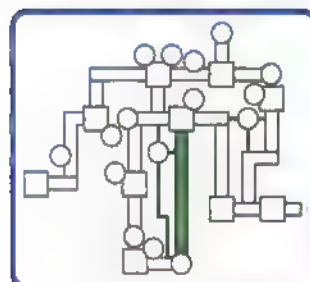
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#60 POLIWAG	MANY	O G S	MANY	O G S	MANY	O G S
#61 POLIWHIRL	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S
#95 ONIX	Trade a Bellsprout for an Onix in a house in Violet City.					
#175 TOGEPI	Raise the Pokémon Egg Elm's assistant gives you to hatch Togepi.					

## Sprout Tower (2nd & 3rd Floors)



	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19 RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#92 GASTLY	NONE	NONE	MANY	NONE	NONE	MANY

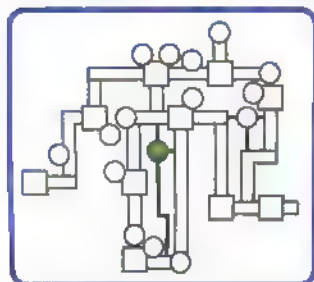
## Route 32



	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19 RATTATA	MANY	MANY	MANY	FEW	MANY	NONE
#23 EKANS	NONE	NONE	NONE	MANY	MANY	MANY
#41 ZUBAT	FEW	NONE	FEW	FEW	NONE	FEW
#69 BELLSPOUT	MANY	MANY	MANY	MANY	MANY	MANY
#179 MAREEP	MANY	MANY	MANY	MANY	MANY	MANY
#187 HOPPIP	MANY	MANY	NONE	MANY	MANY	NONE
#194 WOOPER	NONE	NONE	MANY	NONE	NONE	MANY
#72 TENTACOOOL	MANY	O G S	MANY	O G S	MANY	O G S
#73 TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S
#195 QUAGSIRE	MANY	O G S	MANY	O G S	MANY	O G S
#211 QWILFISH	NONE	O G S	NONE	O G S	NONE	O G S



## Ruins of Alph

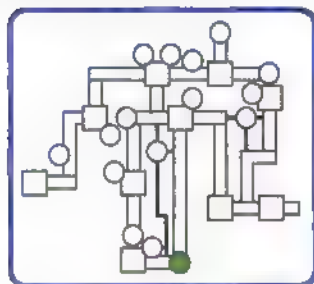


		GOLD						SILVER					
		MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#177	NATU	MANY		MANY		MANY		MANY		MANY		MANY	
#235	SMEARGLE	MANY		MANY		MANY		MANY		MANY		MANY	
#60	POLIWAG	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S
#129	MAGIKARP	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S
#194	WOOPER	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S
#195	QUAGSIRE	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S

## Ruins of Alph (Basement)

		GOLD						SILVER					
		MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#201	UNOWN	MANY		MANY		MANY		MANY		MANY		MANY	

## Union Cave



		GOLD						SILVER					
		MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#19	RATTATA	MANY		MANY		MANY		MANY		MANY		MANY	
#27	SANDSHREW	MANY		MANY		MANY		NONE		NONE		NONE	
#41	ZUBAT	MANY		MANY		MANY		MANY		MANY		MANY	
#74	GEODUDE	MANY		MANY		MANY		MANY		MANY		MANY	
#95	ONIX	FEW		FEW		FEW		FEW		FEW		FEW	
#118	GOLDEEN	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S
#119	SEAKING	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S
#129	MAGIKARP	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S
#194	WOOPER	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S
#195	QUAGSIRE	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S

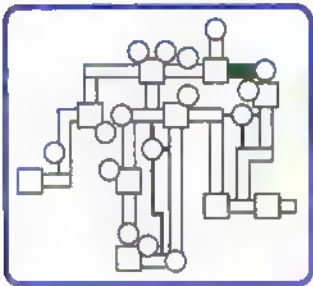
## Union Cave (1st Basement)

		GOLD						SILVER					
		MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#19	RATTATA	FEW		FEW		FEW		MANY		MANY		MANY	
#27	SANDSHREW	MANY		MANY		MANY		NONE		NONE		NONE	
#41	ZUBAT	MANY		MANY		MANY		MANY		MANY		MANY	
#74	GEODUDE	MANY		MANY		MANY		MANY		MANY		MANY	
#95	ONIX	MANY		MANY		MANY		MANY		MANY		MANY	
#118	GOLDEEN	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S
#119	SEAKING	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S
#129	MAGIKARP	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S
#194	WOOPER	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S
#195	QUAGSIRE	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S

## Union Cave (2nd Basement)

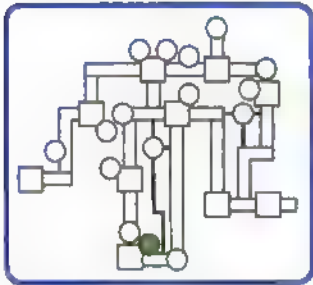
			GOLD			SILVER		
			MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19	RATTATA		FEW	FEW	FEW	FEW	FEW	FEW
#20	RATICATE		MANY	MANY	MANY	MANY	MANY	MANY
#41	ZUBAT		MANY	MANY	MANY	MANY	MANY	MANY
#42	GOLBAT		MANY	MANY	MANY	MANY	MANY	MANY
#74	GEODUDE		MANY	MANY	MANY	MANY	MANY	MANY
#95	ONIX		FEW	FEW	FEW	FEW	FEW	FEW
#72	TENTACOO		MANY	O G S	MANY	O G S	MANY	O G S
#73	TENTACRUEL		MANY	O G S	MANY	O G S	MANY	O G S
#98	KRABBY		NONE	O G S	NONE	O G S	NONE	O G S
#99	KINGLER		NONE	O G S	NONE	O G S	NONE	O G S
#120	STARYU		NONE	O G S	NONE	O G S	NONE	O G S
#129	MAGIKARP		NONE	O G S	NONE	O G S	NONE	O G S
#195	QUAGSIRE		MANY	O G S	MANY	O G S	MANY	O G S
#222	CORSOLA		NONE	O G S	NONE	O G S	NONE	O G S
#131	LAPRAS	Lapras appears every Friday in Union Cave.						

## Route 33



			GOLD			SILVER		
			MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19	RATTATA		MANY	MANY	MANY	MANY	MANY	MANY
#21	SPEAROW		MANY	MANY	NONE	MANY	MANY	NONE
#23	EKANS		NONE	NONE	NONE	MANY	MANY	MANY
#41	ZUBAT		FEW	NONE	MANY	FEW	NONE	MANY
#187	HOPPIP		MANY	MANY	NONE	MANY	MANY	NONE

## Slowpoke Well (1st Basement)



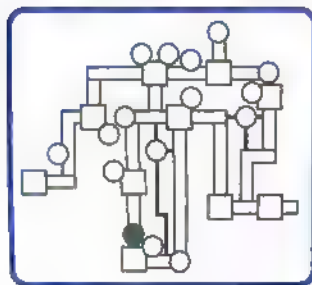
			GOLD			SILVER		
			MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#41	ZUBAT		MANY	MANY	MANY	MANY	MANY	MANY
#79	SLOWPOKE		MANY	MANY	MANY	MANY	MANY	MANY
#79	SLOWPOKE		MANY	O G S	MANY	O G S	MANY	O G S
#118	GOLDEEN		NONE	O G S	NONE	O G S	NONE	O G S
#119	SEAKING		NONE	O G S	NONE	O G S	NONE	O G S
#129	MAGIKARP		NONE	O G S	NONE	O G S	NONE	O G S

## Slowpoke Well

			GOLD			SILVER		
			MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#41	ZUBAT		MANY	MANY	MANY	MANY	MANY	MANY
#42	GOLBAT		FEW	FEW	FEW	FEW	FEW	FEW
#79	SLOWPOKE		MANY	MANY	MANY	MANY	MANY	MANY
#79	SLOWPOKE		MANY	O G S	MANY	O G S	MANY	O G S
#80	SLOWBRO		MANY	O G S	MANY	O G S	MANY	O G S
#118	GOLDEEN		NONE	O G S	NONE	O G S	NONE	O G S
#119	SEAKING		NONE	O G S	NONE	O G S	NONE	O G S
#129	MAGIKARP		NONE	O G S	NONE	O G S	NONE	O G S

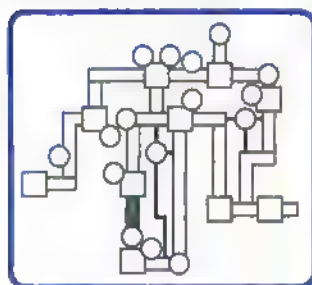


## Ilex Forest



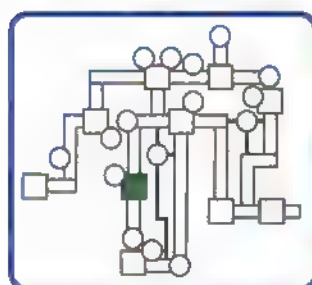
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#10 CATERPIE	MANY		MANY		NONE		NONE		NONE		NONE	
#11 METAPOD	MANY		MANY		NONE		NONE		NONE		NONE	
#13 WEEDLE	NONE		NONE		NONE		MANY		MANY		NONE	
#14 KAKUNA	NONE		NONE		NONE		MANY		MANY		NONE	
#41 ZUBAT	FEW		FEW		MANY		FEW		FEW		MANY	
#43 ODDISH	NONE		NONE		MANY		NONE		NONE		MANY	
#46 PARAS	MANY		FEW		MANY		MANY		FEW		MANY	
#54 PSYDUCK	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#55 GOLDDUCK	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#60 POLIWAG	MANY	O G S	MANY	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

## Route 34



	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#19 RATTATA	MANY		MANY		MANY		MANY		MANY		MANY	
#63 ABRA	MANY		MANY		MANY		MANY		MANY		MANY	
#96 DROWZEE	MANY		MANY		MANY		MANY		MANY		MANY	
#132 DITTO	FEW		FEW		FEW		FEW		FEW		FEW	
#72 TENTACOOOL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#73 TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#98 KRABBY	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#99 KINGLER	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#120 STARYU	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#222 CORSOLA	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

## Goldenrod City



GOLD			SILVER		
MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#23	Ekans	Ekans is a prize in the Game Corner in Gold only. You need to turn in 700 coins to get it.			
#27	Sandshrew	Sandshrew is a prize in the Game Corner in Silver only. You need to turn in 700 coins to get it.			
#63	Abra	Abra is a prize in the Game Corner. You need to turn in 200 coins to get it.			
#66	Machop	Trade a Drowzee for a Machop on the fifth floor of the Department Store.			
#133	Eevee	After you meet Bill in Ecruteak City, return to his house in Goldenrod to receive Eevee.			
#147	Dratini	Dratini is a prize in the Game Corner. You need to turn in 2,100 coins to get it.			

## Bug-Catching Contest in National Park

Check out the Bug-Catching Contest every Tuesday, Thursday and Saturday at National Park. Some Bug-types like Scyther and Pinsir show up only during the event. You can keep only one Bug-type per event. You might win one of the prizes, too, if you catch a high-level Scyther, Pinsir or Butterfree.

### PRIZES

1ST	SUN STONE
2ND	EVERSTONE
3RD	GOLD BERRY
CONSOLATION	BERRY



#10 CATERPIE



#11 METAPOD



#12 BUTTERFREE



#13 WEEDLE



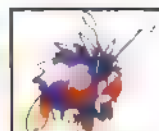
#14 KAKUNA



#15 BEEDRILL



#46 PARAS



#48 VENONAT

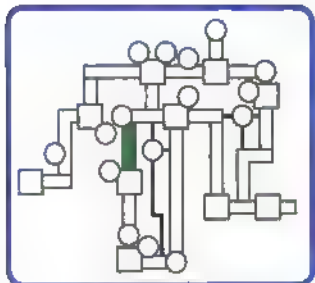


#123 SCYTHER



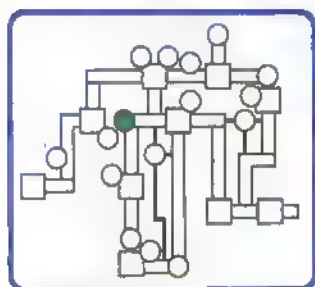
#127 PINSIR

## Route 35



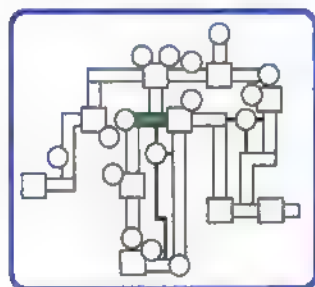
			GOLD			SILVER		
			MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#16	PIDGEY		FEW	FEW	NONE	FEW	FEW	NONE
#29	NIDORAN ♀		MANY	MANY	MANY	MANY	MANY	MANY
#32	NIDORAN ♂		MANY	MANY	MANY	MANY	MANY	MANY
#63	ABRA		MANY	MANY	MANY	MANY	MANY	MANY
#96	DROWZEE		MANY	MANY	MANY	MANY	MANY	MANY
#132	DITTO		FEW	FEW	FEW	FEW	FEW	FEW
#163	HOOTHOOT		NONE	NONE	FEW	NONE	NONE	FEW
#193	YANMA		FEW	FEW	FEW	FEW	FEW	FEW
#193	YANMA		MANY	MANY	MANY	MANY	MANY	MANY
#54	PSYDUCK		MANY	O G S	MANY	O G S	MANY	O G S
#55	GOLDDUCK		MANY	O G S	MANY	O G S	MANY	O G S
#60	POLIWAG		NONE	O G S	NONE	O G S	NONE	O G S
#129	MAGIKARP		NONE	O G S	NONE	O G S	NONE	O G S

## National Park



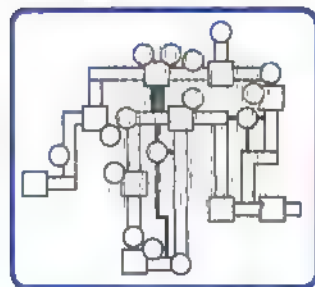
			GOLD			SILVER		
			MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#10	CATERPIE		MANY	MANY	NONE	NONE	NONE	NONE
#11	METAPOD		MANY	MANY	NONE	NONE	NONE	NONE
#13	WEEDLE		NONE	NONE	NONE	MANY	MANY	NONE
#14	KAKUNA		NONE	NONE	NONE	MANY	MANY	NONE
#16	PIDGEY		MANY	MANY	NONE	MANY	MANY	NONE
#163	HOOTHOOT		NONE	NONE	MANY	NONE	NONE	MANY
#191	SUNKERN		NONE	MANY	NONE	NONE	MANY	NONE

## Route 36



			GOLD			SILVER		
			MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#16	PIDGEY		MANY	MANY	NONE	MANY	MANY	NONE
#29	NIDORAN ♀		MANY	MANY	MANY	MANY	MANY	MANY
#32	NIDORAN ♂		MANY	MANY	MANY	MANY	MANY	MANY
#37	VULPIX		NONE	NONE	NONE	MANY	MANY	MANY
#58	GROWLITHE		MANY	MANY	MANY	NONE	NONE	NONE
#163	HOOTHOOT		NONE	NONE	MANY	NONE	NONE	MANY
#234	STANTLER		FEW	FEW	FEW	FEW	FEW	FEW
#185	SUDOWOODO	Use the Squirthottle on the strange tree on Route 36 to fight the only Sudowoodo in the game.						

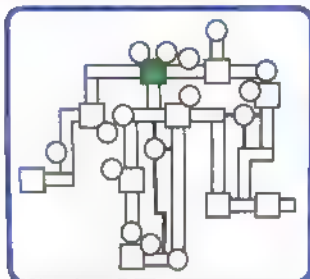
## Route 37



			GOLD			SILVER		
			MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#16	PIDGEY		MANY	MANY	NONE	MANY	MANY	NONE
#17	PIDGEOTTO		NONE	FEW	NONE	NONE	FEW	NONE
#37	VULPIX		NONE	NONE	NONE	MANY	MANY	MANY
#58	GROWLITHE		MANY	MANY	MANY	NONE	NONE	NONE
#163	HOOTHOOT		NONE	NONE	MANY	NONE	NONE	MANY
#165	LEDYBA		NONE	NONE	NONE	MANY	NONE	NONE
#167	SPINARAK		NONE	NONE	MANY	NONE	NONE	NONE
#234	STANTLER		MANY	MANY	MANY	MANY	MANY	MANY

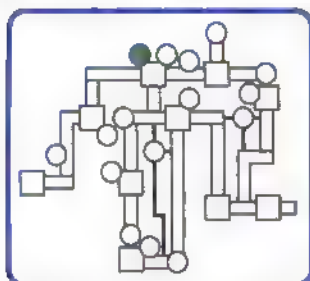


## Ecruteak City



		GOLD						SILVER					
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#60	POLIWAG	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S
#61	POLIWHIRL	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S
#129	MAGIKARP	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S

## Burned Tower (1st Floor)

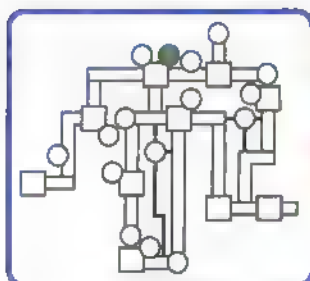


		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19	RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#20	RATICATE	FEW	FEW	FEW	FEW	FEW	FEW
#41	ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY
#109	KOFFING	MANY	MANY	MANY	MANY	MANY	MANY

## Burned Tower (Basement)

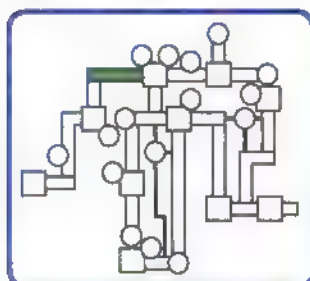
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19	RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#41	ZUBAT	FEW	FEW	FEW	FEW	FEW	FEW
#109	KOFFING	MANY	MANY	MANY	MANY	MANY	MANY
#126	MAGMAR	FEW	MANY	FEW	FEW	MANY	FEW

## Tin Tower (2nd through 9th Floors )



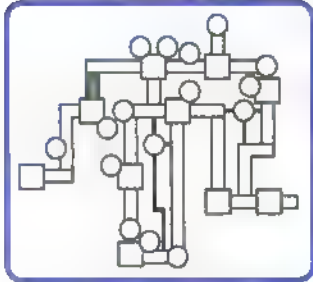
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19	RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#92	GASTLY	NONE	NONE	MANY	NONE	NONE	MANY
#250	HO-Oh	After you have the Rainbow Wing, climb to the top of Tin Tower to find Ho-oh.					

## Route 38



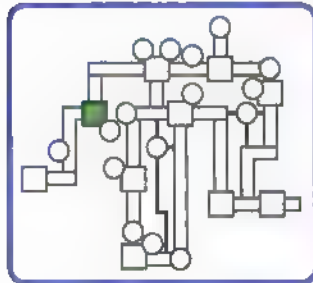
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19	RATTATA	MANY	MANY	MANY	NONE	NONE	NONE
#20	RATICATE	MANY	MANY	MANY	MANY	MANY	MANY
#52	MEOWTH	NONE	NONE	NONE	MANY	MANY	MANY
#81	MAGNEMITE	MANY	MANY	MANY	MANY	MANY	MANY
#83	FARFETCH'D	MANY	MANY	NONE	MANY	MANY	NONE
#128	TAUROS	FEW	FEW	FEW	FEW	FEW	FEW
#209	SNUBBULL (BEFORE CALL)	FEW	FEW	FEW	FEW	FEW	FEW
#209	SNUBBULL (AFTER CALL)	MANY	MANY	MANY	MANY	MANY	MANY
#241	MILTANK	FEW	FEW	FEW	FEW	FEW	FEW

## Route 39



	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19 RATTATA	MANY	MANY	MANY	NONE	NONE	NONE
#20 RATICATE	MANY	MANY	MANY	MANY	MANY	MANY
#52 MEOWTH	NONE	NONE	NONE	MANY	MANY	MANY
#81 MAGNEMITE	MANY	MANY	MANY	MANY	MANY	MANY
#83 FARFETCH'D	MANY	MANY	NONE	MANY	MANY	NONE
#128 TAUROS	FEW	FEW	FEW	FEW	FEW	FEW
#241 MILTANK	FEW	FEW	FEW	FEW	FEW	FEW

## Olivine City

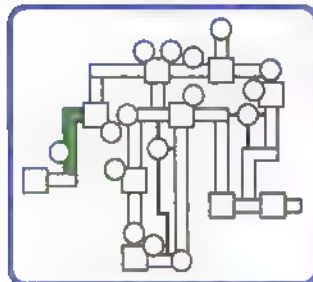


	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#72 TENTACOO	MANY	O G S	MANY	O G S	MANY	O G S
#73 TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S
#98 KRABBY	NONE	O G S	NONE	O G S	NONE	O G S
#99 KINGLER	NONE	O G S	NONE	O G S	NONE	O G S
#120 STARYU	NONE	O G S	NONE	O G S	NONE	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S
#222 CORSOLA	NONE	O G S	NONE	O G S	NONE	O G S
#100 VOLTORB	Trade a Krabby for a Voltorb inside a house in Olivine.					

## Olivine City (Bay)

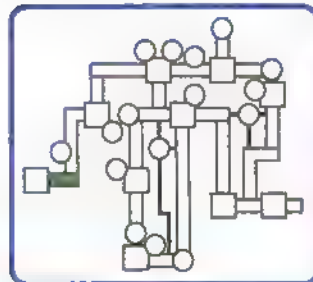
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#72 TENTACOO	MANY	O G S	MANY	O G S	MANY	O G S
#73 TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S
#90 SHELLDER	NONE	O G S	NONE	O G S	NONE	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S
#170 CHINCHOU	NONE	O G S	NONE	O G S	NONE	O G S
#171 LANTURN	NONE	O G S	NONE	O G S	NONE	O G S

## Route 40



	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#72 TENTACOO	MANY	O G S	MANY	O G S	MANY	O G S
#73 TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S
#98 KRABBY	NONE	O G S	NONE	O G S	NONE	O G S
#99 KINGLER	NONE	O G S	NONE	O G S	NONE	O G S
#120 STARYU	NONE	O G S	NONE	O G S	NONE	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S
#222 CORSOLA	NONE	O G S	NONE	O G S	NONE	O G S

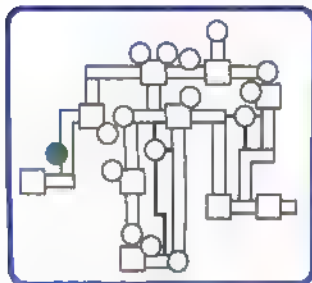
## Route 41



	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#72 TENTACOO	MANY	O G S	MANY	O G S	MANY	O G S
#73 TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S
#90 SHELLDER	NONE	O G S	NONE	O G S	NONE	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S
#170 CHINCHOU	NONE	O G S	NONE	O G S	NONE	O G S
#171 LANTURN	NONE	O G S	NONE	O G S	NONE	O G S
#226 MANTINE	MANY	O G S	MANY	O G S	NONE	O G S



## Whirl Islands



			GOLD						SILVER					
			MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#41	ZUBAT		MANY		MANY		MANY		MANY		MANY		MANY	
#42	GOLBAT		FEW		FEW		FEW		FEW		FEW		FEW	
#86	SEEL		MANY		MANY		MANY		MANY		MANY		MANY	
#98	KRABBY		MANY		MANY		MANY		MANY		MANY		MANY	
#72	TENTACOO		MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#73	TENTACRUEL		MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#98	KRABBY		NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#99	KINGLER		NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#116	HORSEA		MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#117	SEADRA		NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#129	MAGIKARP		NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

## Whirl Islands (1st Basement)

			GOLD						SILVER					
			MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#41	ZUBAT		MANY		MANY		MANY		MANY		MANY		MANY	
#42	GOLBAT		FEW		FEW		FEW		FEW		FEW		FEW	
#86	SEEL		MANY		MANY		MANY		MANY		MANY		MANY	
#98	KRABBY		MANY		MANY		MANY		MANY		MANY		MANY	

## Whirl Islands (2nd Basement)

			GOLD						SILVER					
			MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#41	ZUBAT		MANY		MANY		MANY		MANY		MANY		MANY	
#42	GOLBAT		FEW		FEW		FEW		FEW		FEW		FEW	
#86	SEEL		MANY		MANY		MANY		MANY		MANY		MANY	
#98	KRABBY		MANY		MANY		MANY		MANY		MANY		MANY	
#73	TENTACRUEL		MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#98	KRABBY		NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#99	KINGLER		NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#116	HORSEA		MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#117	SEADRA		NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#129	MAGIKARP		NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

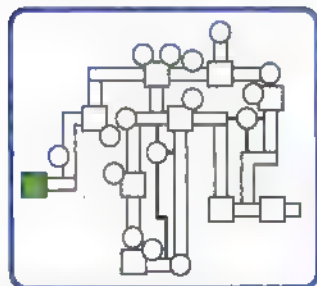
## Whirl Islands (3rd Basement)

			GOLD						SILVER					
			MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#41	ZUBAT		MANY		MANY		MANY		MANY		MANY		MANY	
#42	GOLBAT		FEW		FEW		FEW		FEW		FEW		FEW	
#86	SEEL		MANY		MANY		MANY		MANY		MANY		MANY	
#98	KRABBY		MANY		MANY		MANY		MANY		MANY		MANY	
#73	TENTACRUEL		MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#98	KRABBY		NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#99	KINGLER		NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#116	HORSEA		MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#117	SEADRA		MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#129	MAGIKARP		NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

## Whirl Islands (4th Basement)

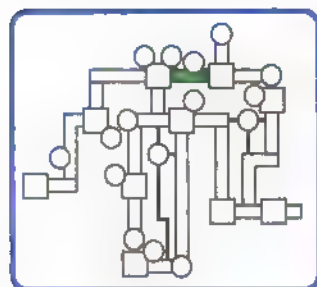
GOLD																	SILVER																																																		
DAY																	MORNING																	DAY																	NIGHT																
#41	ZUBAT	MANY					MANY					MANY					MANY					MANY					MANY																																								
#42	GOLBAT	FEW					FEW					FEW					FEW					FEW					FEW																																								
#86	SEEL	MANY					MANY					MANY					MANY					MANY					MANY																																								
#98	KRABBY	MANY					MANY					MANY					MANY					MANY					MANY																																								
#73	TENTACRUEL	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S																																						
#98	KRABBY	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S																																						
#99	KINGLER	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S																																						
#116	HORSEA	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S																																						
#117	SEADRA	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S																																						
#129	MAGIKARP	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S																																						
#249	LUGIA	After you have the Silver Wing, search for Lugia in a small pool inside Whirl Islands.																																																																	

## Cianwood City



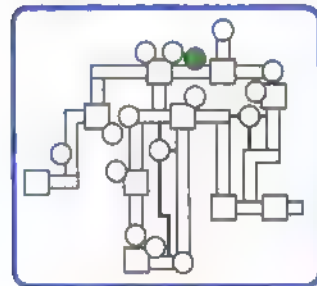
GOLD										SILVER																			
MORNING										DAY										NIGHT									
#98	KRABBY	RS			RS			NN			RS			RS			RS												
#213	SHUCKLE	RS			RS			NONE			RS			RS			NONE												
#72	TENTACOO	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S								
#73	TENTACRUEL	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S								
#98	KRABBY	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S								
#99	KINGLER	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S								
#120	STARYU	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S								
#129	MAGIKARP	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S								
#222	CORSOLA	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S								
#213	SHUCKLE	Take the Trainer inside the house's Shuckle to keep it safe. If it likes you, the Trainer will give it to you.																											

## Route 42



		GOLD						SILVER					
		MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#21	SPEAROW	MANY		MANY		NONE		MANY		MANY		NONE	
#41	ZUBAT	NONE		NONE		MANY		NONE		NONE		MANY	
#56	MANKEY	MANY		MANY		MANY		NONE		NONE		NONE	
#179	MAREEP	MANY		MANY		MANY		MANY		MANY		MANY	
#180	FLAAFFY	MANY		MANY		MANY		MANY		MANY		MANY	
#118	GOLDEEN	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#119	SEAKING	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#129	MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

## Mt. Mortar (1st & 2nd Floors)



GOLD										SILVER																			
MORNING					DAY					NIGHT					MORNING					DAY					NIGHT				
#19	RAYTATA		MANY		MANY		MANY		MANY		MANY		MANY		MANY		MANY		MANY		MANY		MANY		MANY				
#41	ZUBAT		MANY		MANY		MANY		MANY		MANY		MANY		MANY		MANY		MANY		MANY		MANY		MANY				
#66	MACHOP		MANY		MANY		MANY		MANY		MANY		MANY		MANY		MANY		MANY		MANY		MANY		MANY				
#74	GEODUDE		FEW		FEW		FEW		FEW		FEW		FEW		FEW		FEW		FEW		FEW		FEW		FEW				
#183	MARILL		FEW		FEW		FEW		FEW		FEW		FEW		FEW		FEW		FEW		FEW		FEW		FEW				
#183	MARILL		MANY		MANY		MANY		MANY		MANY		MANY		MANY		MANY		MANY		MANY		MANY		MANY				
#118	GOLDEEN		MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S			
#119	SEAKING		MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S			
#129	MAGIKARP		NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S			
#183	MARILL		MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S			



## Mt. Mortar (Inside 1st Floor)

	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19 RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#41 ZUBAT	FEW	FEW	FEW	FEW	FEW	FEW
#66 MACHOP	MANY	MANY	MANY	MANY	MANY	MANY
#74 GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY

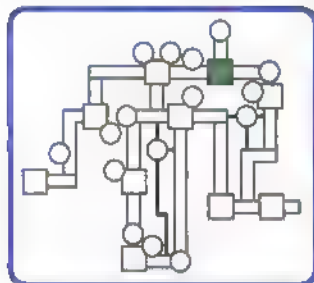
## Mt. Mortar (Inside 2nd Floor)

	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#20 RATICATE	MANY	MANY	MANY	MANY	MANY	MANY
#42 GOLBAT	FEW	FEW	FEW	FEW	FEW	FEW
#66 MACHOP	FEW	FEW	FEW	FEW	FEW	FEW
#67 MACHOKE	MANY	MANY	MANY	MANY	MANY	MANY
#74 GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY
#75 GRAVELER	MANY	MANY	MANY	MANY	MANY	MANY
#118 GOLDEEN	MANY	O G S	MANY	O G S	MANY	O G S
#119 SEAKING	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S

## Mt. Mortar (Inside Basement)

	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19 RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#20 RATICATE	FEW	FEW	FEW	FEW	FEW	FEW
#41 ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY
#66 MACHOP	MANY	MANY	MANY	MANY	MANY	MANY
#74 GEODUDE	FEW	FEW	FEW	FEW	FEW	FEW
#118 GOLDEEN	MANY	O G S	MANY	O G S	MANY	O G S
#119 SEAKING	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S
#236 TYROGUE	Defeat the Karate King to earn Tyrogue.					

## Rocket Hideout (1st Basement)

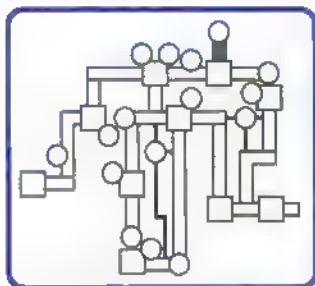


	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#74 GEODUDE	Geodude may appear and attack from Team Rocket's booby-trapped floor.					
#100 VOLTORB	Voltorb may appear and attack from Team Rocket's booby-trapped floor.					
#109 KOFFING	Koffing may appear and attack from Team Rocket's booby-trapped floor.					

## Rocket Hideout (2nd Basement)

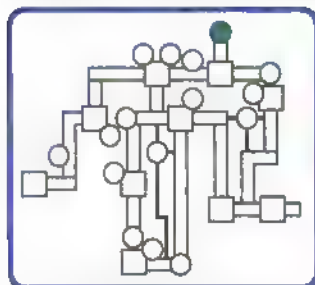
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#101 ELECTRODE	Defeat and capture the Electrode powering Team Rocket's contraption.					

## Route 43



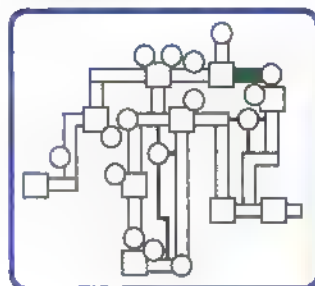
		GOLD						SILVER					
		MORNING	DAY		NIGHT			MORNING	DAY		NIGHT		
#17	PIDGEOTTO	MANY	MANY	NONE				MANY	MANY	NONE			
#48	VENONAT	FEW	NONE	MANY				FEW	NONE	MANY			
#164	NOCTOWL	NONE	NONE	MANY				NONE	NONE	MANY			
#179	MAREEP	MANY	MANY	FEW				MANY	MANY	FEW			
#180	FLAFFY	MANY	MANY	MANY				MANY	MANY	MANY			
#203	GIRAFARIG	MANY	MANY	MANY				MANY	MANY	MANY			
#60	POLIWAG	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#129	MAGIKARP	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S

## Lake of Rage



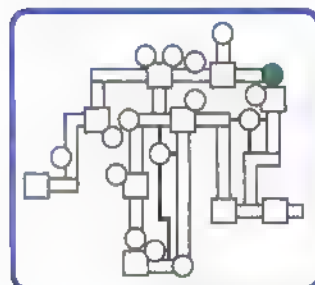
		GOLD						SILVER					
		MORNING	DAY		NIGHT			MORNING	DAY		NIGHT		
#129	MAGIKARP	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#130	GYARADOS	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#130	GYARADOS	Surf out to the red Gyarados on the north side of the lake.											

## Route 44



		GOLD						SILVER					
		MORNING	DAY		NIGHT			MORNING	DAY		NIGHT		
#69	BELLSPOUT	MANY	MANY	MANY				MANY	MANY	MANY			
#70	WEEPINBELL	MANY	MANY	MANY				MANY	MANY	MANY			
#108	LICKITUNG	MANY	MANY	MANY				MANY	MANY	MANY			
#114	TANGELA	MANY	MANY	MANY				MANY	MANY	MANY			
#60	POLIWAG	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#61	POLIWHIRL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#129	MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#223	REMORAID	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

## Ice Path (1st Floor and 1st Basement)



		GOLD						SILVER					
		MORNING	DAY		NIGHT			MORNING	DAY		NIGHT		
#41	ZUBAT	MANY	MANY	MANY				FEW	NONE	FEW			
#42	GOLBAT	MANY	MANY	MANY				MANY	MANY	MANY			
#124	JYNX	FEW	MANY	FEW				FEW	MANY	FEW			
#220	SWINUB	MANY	MANY	MANY				MANY	MANY	MANY			
#225	DELIBIRD	NONE	NONE	NONE				MANY	MANY	MANY			



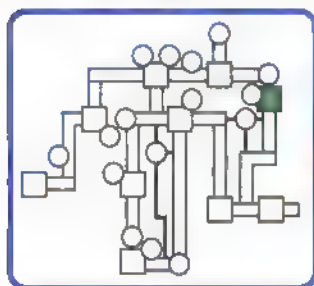
## Ice Path (2nd Basement)

		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#41	ZUBAT	MANY	MANY	MANY	FEW	NONE	FEW
#42	GOLBAT	MANY	MANY	MANY	MANY	MANY	MANY
#124	JYNX	FEW	MANY	FEW	FEW	MANY	FEW
#220	SWINUB	MANY	MANY	MANY	MANY	MANY	MANY
#225	DELIBIRD	NONE	NONE	NONE	MANY	MANY	MANY

## Ice Path (3rd Basement)

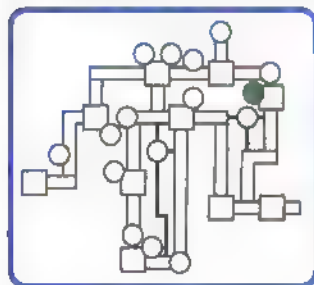
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#41	ZUBAT	MANY	MANY	MANY	FEW	NONE	FEW
#42	GOLBAT	MANY	MANY	MANY	MANY	MANY	MANY
#124	JYNX	FEW	MANY	FEW	FEW	MANY	FEW
#220	SWINUB	MANY	MANY	MANY	MANY	MANY	MANY
#225	DELIBIRD	NONE	NONE	NONE	MANY	MANY	MANY

## Blackthorn City



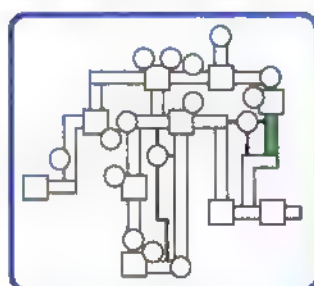
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#60	POLIWAG	NONE	O G S	NONE	O G S	NONE	O G S
#129	MAGIKARP	MANY	O G S	MANY	O G S	MANY	O G S
#112	RHYDON	Trade a female Dragonair for a Rhydon with a Trainer inside a house in Blackthorn City.					

## Dragon's Den



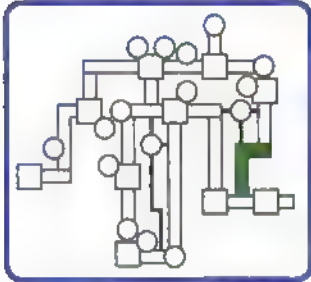
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#129	MAGIKARP	MANY	O G S	MANY	O G S	MANY	O G S
#147	DRATINI	MANY	O G S	MANY	O G S	MANY	O G S
#148	DRAGONAIR	NONE	O G S	NONE	O G S	NONE	O G S

## Route 45



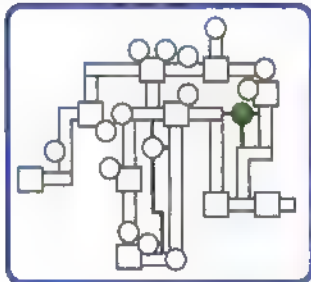
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#74	GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY
#75	GRAVELER	MANY	MANY	MANY	MANY	MANY	MANY
#207	GLIGAR	MANY	MANY	MANY	NONE	NONE	NONE
#216	TEDDIURSA	MANY	MANY	MANY	NONE	NONE	NONE
#227	SKARMORY	NONE	NONE	NONE	FEW	FEW	FEW
#231	PHANPY	NONE	NONE	NONE	MANY	MANY	MANY
#129	MAGIKARP	MANY	O G S	MANY	O G S	MANY	O G S
#147	DRATINI	NONE	O G S	NONE	O G S	NONE	O G S
#148	DRAGONAIR	NONE	O G S	NONE	O G S	NONE	O G S

## Route 46



		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19	RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#21	SPEAROW	MANY	MANY	NONE	MANY	MANY	NONE
#74	GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY

## Dark Cave (Violet City Side)



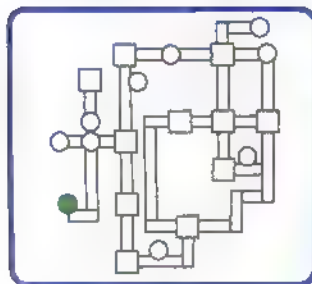
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#41	ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY
#74	GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY
#206	DUNSPARCE (IMPORE CALL)	FEW	FEW	FEW	FEW	FEW	FEW
#206	DUNSPARCE (AFTER CALL)	MANY	MANY	MANY	MANY	MANY	MANY
#118	GOLDEEN	NONE	0 G S	NONE	0 G S	NONE	0 G S
#119	SEAKING	NONE	0 G S	NONE	0 G S	NONE	0 G S
#129	MAGIKARP	MANY	0 G S	MANY	0 G S	MANY	0 G S

## Dark Cave (Blackthorn City Side)

		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#41	ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY
#42	GOLBAT	FEW	FEW	FEW	FEW	FEW	FEW
#74	GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY
#75	GRAVELER	MANY	MANY	MANY	MANY	MANY	MANY
#202	WOBBUFFET	MANY	MANY	MANY	MANY	MANY	MANY
#118	GOLDEEN	NONE	0 G S	NONE	0 G S	NONE	0 G S
#119	SEAKING	NONE	0 G S	NONE	0 G S	NONE	0 G S
#129	MAGIKARP	MANY	0 G S	MANY	0 G S	MANY	0 G S

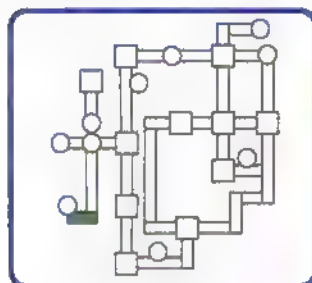


## Tohjo Falls



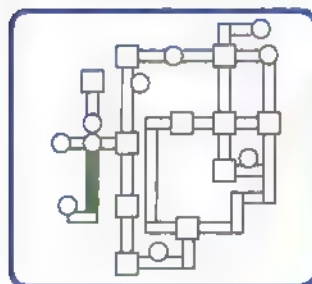
	GOLD						SILVER					
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19 RATTATA	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW
#20 RATICATE	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY
#41 ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY
#42 GOLBAT	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY
#79 SLOWPOKE	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY
#79 SLOWPOKE	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#118 GOLDEEN	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#119 SEAKING	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

## Route 27



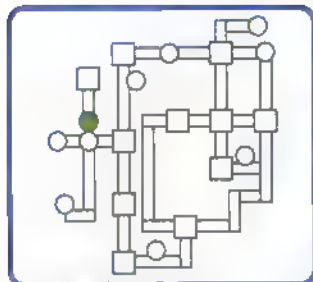
	GOLD						SILVER					
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#20 RATICATE	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY
#24 ARBOK	NONE	NONE	NONE	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY
#28 SANDSLASH	FEW	FEW	FEW	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE
#77 PONYTA	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW
#84 DODUO	MANY	MANY	NONE	MANY	MANY	NONE	MANY	MANY	NONE	MANY	MANY	NONE
#85 DODRIO	NONE	NONE	NONE	FEW	FEW	NONE	FEW	FEW	NONE	FEW	FEW	NONE
#195 QUAGSIRE	NONE	NONE	MANY	NONE	NONE	MANY	NONE	NONE	MANY	NONE	NONE	MANY
#72 TENTACOO	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#73 TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#90 SHELLDER	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#170 CHINCHOU	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#171 LANTURN	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

## Route 26



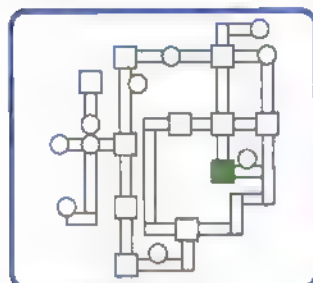
	GOLD						SILVER					
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#20 RATICATE	FEW	FEW	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY
#28 SANDSLASH	MANY	MANY	MANY	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE
#77 PONYTA	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY
#84 DODUO	MANY	MANY	NONE	MANY	MANY	NONE	MANY	MANY	NONE	MANY	MANY	FEW
#85 DODRIO	FEW	FEW	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE
#195 QUAGSIRE	NONE	NONE	MANY	NONE	NONE	MANY	NONE	NONE	NONE	NONE	NONE	FEW
#73 TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#72 TENTACOO	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#90 SHELLDER	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#170 CHINCHOU	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#171 LANTURN	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

## Victory Road



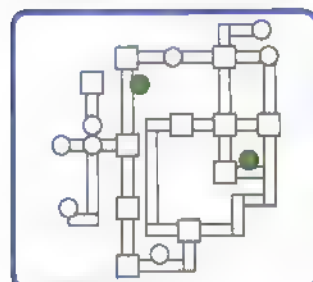
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#42 GOLBAT	MANY	MANY	MANY	MANY	MANY	MANY
#75 GRAVELER	MANY	MANY	MANY	MANY	MANY	MANY
#95 ONIX	MANY	MANY	MANY	MANY	MANY	MANY
#111 RHYHORN	FEW	FEW	FEW	FEW	FEW	FEW
#217 URSARING	MANY	MANY	MANY	NONE	NONE	NONE
#232 DONPHAN	NONE	NONE	NONE	MANY	MANY	MANY

## Vermilion City



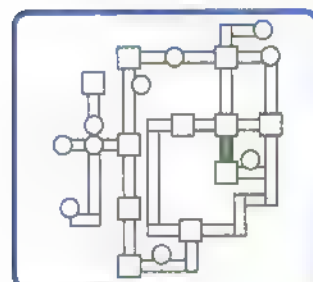
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#72 TENTACOO	MANY	O G S	MANY	O G S	MANY	O G S
#73 TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S
#90 SHELLDER	NONE	O G S	NONE	O G S	NONE	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S
#170 CHINCHOU	NONE	O G S	NONE	O G S	NONE	O G S
#171 LANTURN	NONE	O G S	NONE	O G S	NONE	O G S
#143 SNORLAX	Wake the Snorlax blocking Diglett's Cave with your radio, then battle it.					

## Diglett's Cave



	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#50 DIGLETT	MANY	MANY	MANY	MANY	MANY	MANY
#51 DUGTRIO	MANY	MANY	MANY	MANY	MANY	MANY

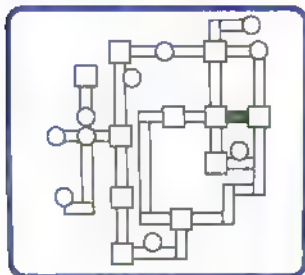
## Route 6



	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#16 PIDGEY	MANY	MANY	NONE	MANY	MANY	NONE
#43 ODDISH	NONE	NONE	MANY	NONE	NONE	MANY
#52 MEOWTH	NONE	NONE	NONE	MANY	MANY	MANY
#63 ABRA	MANY	MANY	MANY	MANY	MANY	MANY
#69 BELLSPOUT	MANY	MANY	MANY	MANY	MANY	MANY
#81 MAGNEMITE	MANY	MANY	MANY	MANY	MANY	MANY
#54 PSYDUCK	MANY	O G S	MANY	O G S	MANY	O G S
#55 GOLDDUCK	MANY	O G S	MANY	O G S	MANY	O G S
#60 POLIWAG	NONE	O G S	NONE	O G S	NONE	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S

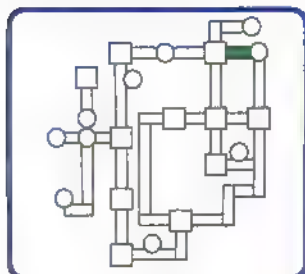


## Route 8



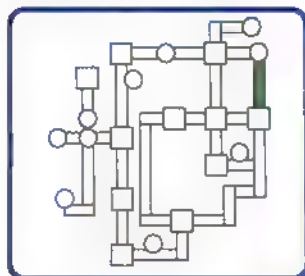
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#17 PIDGEOTTO	MANY	MANY	NONE	MANY	MANY	NONE
#37 VULPIX	NONE	NONE	NONE	MANY	MANY	FEW
#52 MEOWTH	NONE	NONE	NONE	MANY	MANY	MANY
#58 GROWLITHE	MANY	MANY	FEW	NONE	NONE	NONE
#63 ABRA	MANY	MANY	MANY	MANY	MANY	MANY
#64 KADABRA	FEW	FEW	FEW	FEW	FEW	FEW
#93 HAUNTER	NONE	NONE	MANY	NONE	NONE	MANY
#164 NOCTOWL	NONE	NONE	MANY	NONE	NONE	MANY

## Route 9



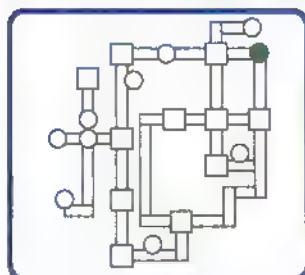
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19 RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#20 RATICATE	MANY	MANY	MANY	MANY	MANY	MANY
#21 SPEAROW	MANY	MANY	NONE	MANY	MANY	NONE
#22 FEAROW	FEW	FEW	NONE	FEW	FEW	NONE
#56 MANKEY	MANY	MANY	MANY	NONE	NONE	NONE
#57 PRIMEAPE	FEW	FEW	FEW	NONE	NONE	NONE
#118 GOLDEEN	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S
#119 SEAKING	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S
#129 MAGIKARP	NONE O G S	NONE O G S	NONE O G S	NONE O G S	NONE O G S	NONE O G S

## Route 10



	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#20 RATICATE	MANY	MANY	MANY	MANY	MANY	MANY
#21 SPEAROW	MANY	MANY	NONE	MANY	MANY	NONE
#22 FEAROW	MANY	MANY	NONE	MANY	MANY	NONE
#100 VOLTORB	MANY	MANY	MANY	MANY	MANY	MANY
#125 ELECTABUZZ	FEW	MANY	FEW	FEW	MANY	FEW
#195 QUAGSIRE	NONE	NONE	MANY	NONE	NONE	MANY
#118 GOLDEEN	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S
#119 SEAKING	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S
#129 MAGIKARP	NONE O G S	NONE O G S	NONE O G S	NONE O G S	NONE O G S	NONE O G S

## Rock Tunnel (1st Basement)

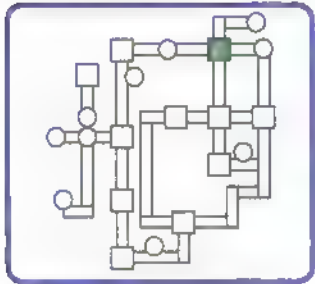


	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#41 ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY
#66 MACHOP	MANY	MANY	MANY	MANY	MANY	MANY
#67 MACHOKE	FEW	FEW	FEW	FEW	FEW	FEW
#74 GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY
#104 CUBONE	MANY	MANY	MANY	MANY	MANY	MANY

## Rock Tunnel (2nd Basement)

		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#41	ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY
#74	GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY
#95	ONIX	MANY	MANY	MANY	MANY	MANY	MANY
#104	CUBONE	MANY	MANY	MANY	MANY	MANY	MANY
#105	MAROWAK	FEW	FEW	FEW	FEW	FEW	FEW
#115	KANGASKHAN	FEW	FEW	FEW	FEW	FEW	FEW

## Cerulean City

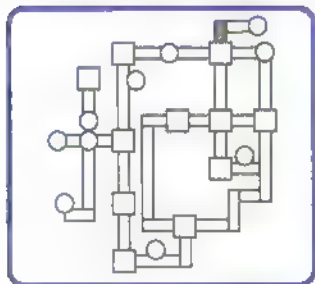


		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#118	GOLDEEN	MANY	O G S	MANY	O G S	MANY	O G S
#119	SEAKING	MANY	O G S	MANY	O G S	MANY	O G S
#129	MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S

## Cerulean City (Cerulean Gym)

		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#98	KRABBY	NONE	O G S	NONE	O G S	NONE	O G S
#99	KINGLER	NONE	O G S	NONE	O G S	NONE	O G S
#120	STARYU	NONE	O G S	NONE	O G S	NONE	O G S
#129	MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S
#222	CORSOLA	NONE	O G S	NONE	O G S	NONE	O G S

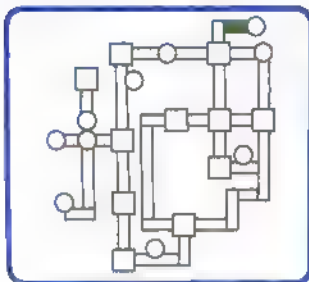
## Route 24



		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#43	ODDISH	NONE	NONE	MANY	NONE	NONE	MANY
#48	VENONAT	FEW	NONE	MANY	FEW	NONE	MANY
#49	VENOMOTH	NONE	NONE	FEW	NONE	NONE	FEW
#63	ABRA	MANY	MANY	MANY	MANY	MANY	MANY
#69	BELLSPROUT	MANY	MANY	FEW	MANY	MANY	FEW
#70	WEEPINBELL	MANY	MANY	MANY	MANY	MANY	MANY
#191	SUNKERN	NONE	MANY	NONE	NONE	MANY	NONE
#118	GOLDEEN	MANY	O G S	MANY	O G S	MANY	O G S
#119	SEAKING	MANY	O G S	MANY	O G S	MANY	O G S
#129	MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S

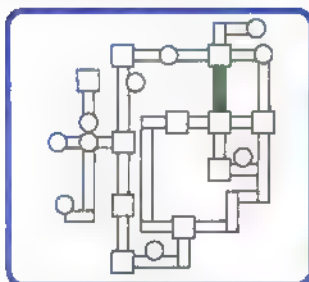


## Route 25



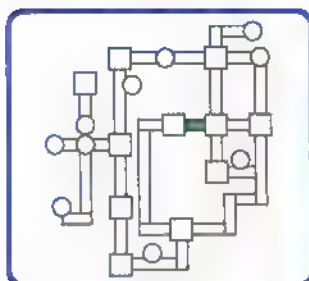
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#16	PIDGEY	MANY	MANY	NONE	MANY	MANY	NONE
#17	PIDGEOTTO	FEW	FEW	NONE	FEW	FEW	NONE
#43	ODDISH	NONE	NONE	MANY	NONE	NONE	MANY
#48	VENONAT	MANY	NONE	MANY	MANY	NONE	MANY
#49	VENOMOTH	NONE	NONE	MANY	NONE	NONE	MANY
#63	ABRA	MANY	MANY	MANY	MANY	MANY	MANY
#69	BELLSPROUT	MANY	MANY	FEW	MANY	MANY	FEW
#70	WEEPINBELL	MANY	MANY	MANY	MANY	MANY	MANY
#118	GOLDEEN	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S
#119	SEAKING	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S
#129	MAGIKARP	NONE O G S	NONE O G S	NONE O G S	NONE O G S	NONE O G S	NONE O G S

## Route 5



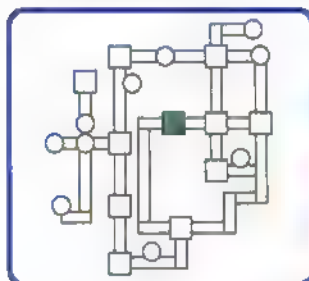
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#16	PIDGEY	MANY	MANY	NONE	MANY	MANY	NONE
#43	ODDISH	NONE	NONE	MANY	NONE	NONE	MANY
#44	GLOOM	NONE	NONE	MANY	NONE	NONE	MANY
#52	MEOWTH	NONE	NONE	NONE	MANY	MANY	MANY
#63	ABRA	MANY	MANY	MANY	MANY	MANY	MANY
#69	BELLSPROUT	MANY	MANY	MANY	MANY	MANY	MANY

## Route 7



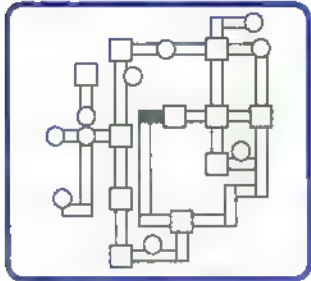
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19	RATTATA	MANY	MANY	MANY	NONE	NONE	NONE
#20	RATICATE	MANY	MANY	MANY	MANY	MANY	MANY
#21	SPEAROW	MANY	MANY	NONE	MANY	MANY	NONE
#37	VULPIX	NONE	NONE	NONE	MANY	MANY	MANY
#52	MEOWTH	NONE	NONE	NONE	MANY	MANY	MANY
#53	PERSIAN	NONE	NONE	NONE	FEW	FEW	FEW
#58	GROWLITHE	MANY	MANY	MANY	NONE	NONE	NONE
#198	MURKROW	NONE	NONE	MANY	NONE	NONE	MANY
#228	HOUDOUR	NONE	NONE	FEW	NONE	NONE	FEW

## Celadon City



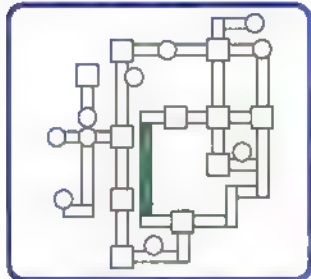
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#88	GRIMER	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S
#89	MUK	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S
#113	EEVEE	Eevee is a prize in the Celadon City Game Corner. You need to turn in 6,666 coins to get it.					
#122	MR. MIME	Mr. Mime is a prize in the Celadon City Game Corner. You need to turn in 3,333 coins to get it.					
#137	PORYGON	Porygon is a prize in the Celadon City Game Corner. You need to turn in 9,999 coins to get it.					

## Route 16



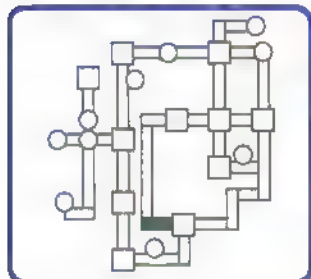
GOLD					SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#22	FEAROW	MANY	MANY	NONE	MANY	MANY	NONE
#88	GRIMER	MANY	MANY	MANY	MANY	MANY	MANY
#89	MUK	FEW	FEW	FEW	FEW	FEW	FEW
#198	MURKROW	NONE	NONE	MANY	NONE	NONE	MANY
#218	SLUGMA	FEW	FEW	FEW	FEW	FEW	FEW

## Route 17



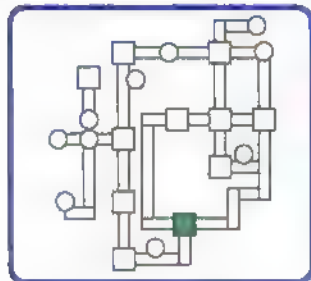
GOLD				SILVER			
				MORNING	DAY	NIGHT	
#22	FEAROW	MANY	MANY	NONE	MANY	MANY	NONE
#88	GRIMER	MANY	MANY	MANY	MANY	MANY	MANY
#89	MUK	FEW	FEW	MANY	FEW	FEW	MANY
#218	SLUGMA	FEW	MANY	FEW	FEW	MANY	FEW

## Route 18



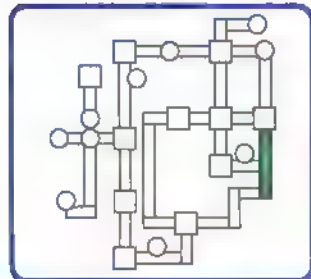
GOLD					SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#22	FEAROW	MANY	MANY	NONE	MANY	MANY	NONE
#88	GRIMER	MANY	MANY	MANY	MANY	MANY	MANY
#89	MUK	FEW	FEW	MANY	FEW	FEW	MANY
#218	SLUGMA	FEW	MANY	FEW	FEW	MANY	FEW

## Fuchsia City



GOLD								SILVER					
MORNING				DAY				MORNING		DAY		NIGHT	
#129	MAGIKARP	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#130	GYARADOS	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S

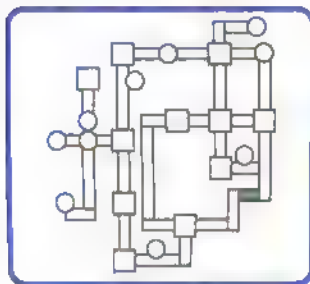
## Route 12



GOLD								SILVER									
MORNING				DAY				MORNING		DAY		NIGHT					
#72	TENTACOO	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#73	TENTACUEL	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#129	MAGIKARP	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#195	QUAGSIRE	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#211	QWILFISH	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S

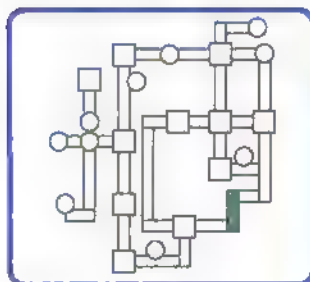


## Route 13



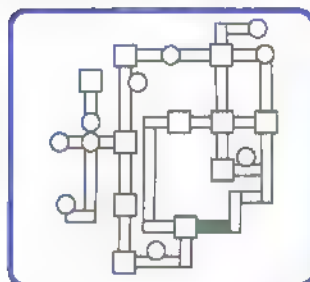
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#17 PIDGEOTTO	MANY	MANY	NONE	MANY	MANY	NONE
#30 NIDORINA	MANY	MANY	MANY	MANY	MANY	MANY
#33 NIDORINO	MANY	MANY	MANY	MANY	MANY	MANY
#113 CHANSEY	FEW	FEW	FEW	FEW	FEW	FEW
#164 NOCTOWL	NONE	NONE	MANY	NONE	NONE	MANY
#187 HOPPIP	MANY	MANY	NONE	MANY	MANY	NONE
#195 QUAGSIRE	NONE	NONE	MANY	NONE	NONE	MANY
#72 TENTACOO	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S
#73 TENTACRUEL	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S
#129 MAGIKARP	NONE O G S	NONE O G S	NONE O G S	NONE O G S	NONE O G S	NONE O G S
#195 QUAGSIRE	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S
#211 QWILFISH	NONE O G S	NONE O G S	NONE O G S	NONE O G S	NONE O G S	NONE O G S

## Route 14



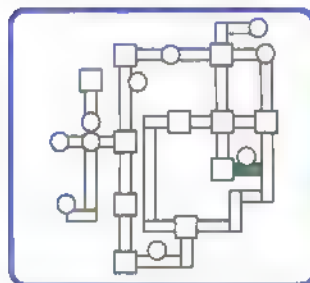
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#17 PIDGEOTTO	MANY	MANY	NONE	MANY	MANY	NONE
#30 NIDORINA	MANY	MANY	MANY	MANY	MANY	MANY
#33 NIDORINO	MANY	MANY	MANY	MANY	MANY	MANY
#113 CHANSEY	FEW	FEW	FEW	FEW	FEW	FEW
#164 NOCTOWL	NONE	NONE	MANY	NONE	NONE	MANY
#187 HOPPIP	MANY	MANY	NONE	MANY	MANY	NONE
#188 SKIPLOOM	MANY	MANY	NONE	MANY	MANY	NONE
#195 QUAGSIRE	NONE	NONE	MANY	NONE	NONE	MANY
#142 AERODACTYL	Trade a Chansey to a Trainer for her Aerodactyl.					

## Route 15



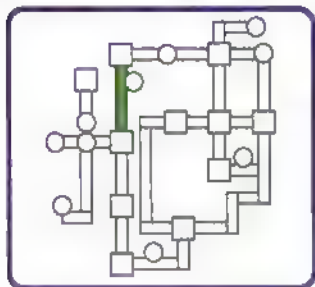
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#17 PIDGEOTTO	MANY	MANY	NONE	MANY	MANY	NONE
#30 NIDORINA	MANY	MANY	MANY	MANY	MANY	MANY
#33 NIDORINO	MANY	MANY	MANY	MANY	MANY	MANY
#113 CHANSEY	FEW	FEW	FEW	FEW	FEW	FEW
#164 NOCTOWL	NONE	NONE	MANY	NONE	NONE	MANY
#187 HOPPIP	MANY	MANY	NONE	MANY	MANY	NONE
#195 QUAGSIRE	NONE	NONE	MANY	NONE	NONE	MANY

## Route 11



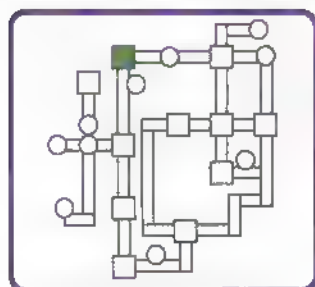
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19 RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#81 MAGNEMITE	MANY	MANY	MANY	MANY	MANY	MANY
#96 DROWZEE	MANY	MANY	MANY	MANY	MANY	MANY
#97 HYPNO	MANY	MANY	MANY	MANY	MANY	MANY

## Route 2



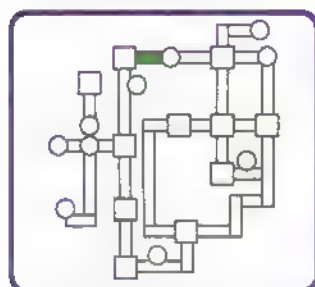
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#10	CATERPIE	MANY	MANY	NONE	NONE	NONE	NONE
#11	METAPOD	MANY	MANY	NONE	NONE	NONE	NONE
#12	BUTTERFREE	MANY	NONE	NONE	NONE	NONE	NONE
#13	WEEDLE	NONE	NONE	NONE	MANY	MANY	NONE
#14	KAKUNA	NONE	NONE	NONE	MANY	MANY	NONE
#15	BEEDRILL	NONE	NONE	NONE	MANY	NONE	NONE
#16	PIDGEY	MANY	MANY	NONE	NONE	MANY	NONE
#17	PIDGEOTTO	FEW	FEW	NONE	NONE	FEW	NONE
#25	PIKACHU	FEW	FEW	FEW	FEW	FEW	FEW
#163	HOOTHOOT	NONE	NONE	MANY	NONE	NONE	MANY
#164	NOCTOWL	NONE	NONE	MANY	NONE	NONE	MANY
#165	LEDYBA	NONE	NONE	NONE	MANY	NONE	NONE
#166	LEDIAN	NONE	NONE	NONE	FEW	NONE	NONE
#167	SPINARAK	NONE	NONE	MANY	NONE	NONE	NONE
#168	ARIADOS	NONE	NONE	FEW	NONE	NONE	NONE

## Pewter City



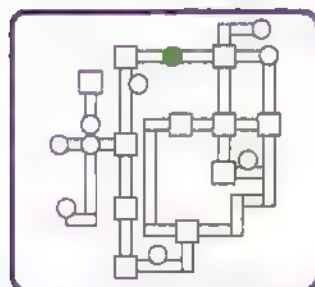
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#18	RAPIDASH	Trade a Glom to the man in the Pokémon Center for his Rapidash.					

## Route 3



		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19	RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#21	SPEAROW	MANY	MANY	NONE	MANY	MANY	NONE
#23	EKANS	NONE	NONE	NONE	MANY	MANY	MANY
#24	ARBOK	NONE	NONE	NONE	FEW	FEW	FEW
#39	JIGGLYPUFF	MANY	MANY	MANY	MANY	MANY	MANY
#41	ZUBAT	NONE	NONE	MANY	NONE	NONE	MANY

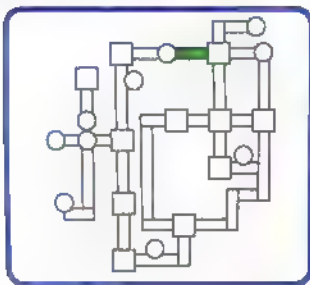
## Mt. Moon



		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#27	SANDSHREW	MANY	MANY	MANY	NONE	NONE	NONE
#28	SANDSLASH	FEW	FEW	FEW	NONE	NONE	NONE
#35	CLEFAIRY	FEW	FEW	FEW	FEW	FEW	FEW
#41	ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY
#46	PARAS	MANY	MANY	MANY	MANY	MANY	MANY
#74	GEDDUDE	MANY	MANY	MANY	MANY	MANY	MANY

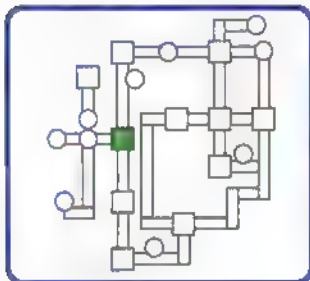


## Route 4



	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#19 RATTATA	MANY		MANY		MANY		MANY		MANY		MANY	
#21 SPEAROW	MANY		MANY		MANY		MANY		MANY		NONE	
#23 EKANS	NONE		NONE		NONE		MANY		MANY		MANY	
#24 ARBOK	NONE		NONE		NONE		FEW		FEW		FEW	
#39 JIGGLYPUFF	MANY		MANY		MANY		MANY		MANY		MANY	
#41 ZUBAT	NONE		NONE		MANY		NONE		NONE		MANY	
#118 GOLDEEN	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#119 SEAKING	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

## Viridian City



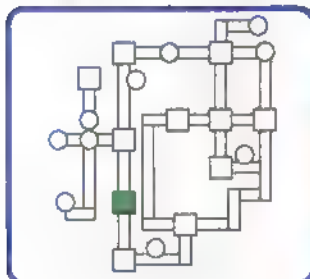
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#60 POLIWAG	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#61 POLIWHIRL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

## Route 1



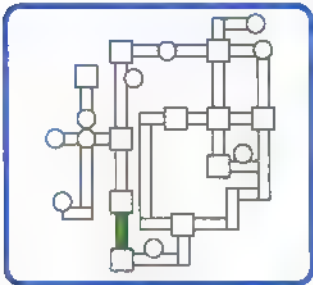
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#16 PIDGEY	MANY		MANY		NONE		MANY		MANY		NONE	
#19 RATTATA	MANY		MANY		MANY		MANY		MANY		MANY	
#161 SENTRET	MANY		MANY		NONE		MANY		MANY		NONE	
#162 FURRET	FEW		FEW		NONE		FEW		FEW		NONE	
#163 HOOTHOOT	NONE		NONE		MANY		NONE		NONE		MANY	

## Pallet Town



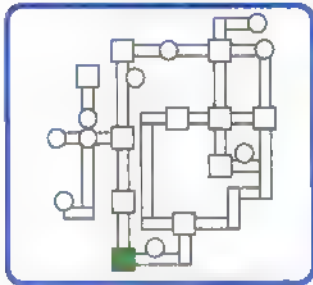
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#72 TENTACOO	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#73 TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#90 SHELLDER	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#170 CHINCHOU	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#171 LANTURN	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

## Route 21



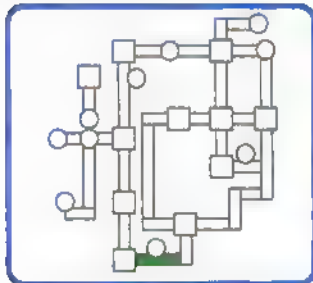
GOLD												SILVER					
DAY												MORNING		DAY		NIGHT	
#114	TANGELA	MANY			MANY			MANY			MANY			MANY			
#122	MR. MIME	FEW			NONE			FEW			FEW			NONE			
#72	TENTACOO	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#73	TENTACRUEL	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#90	SHELLDER	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#129	MAGIKARP	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#170	CHINCHOU	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#171	LANTURN	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S

## Cinnabar Island



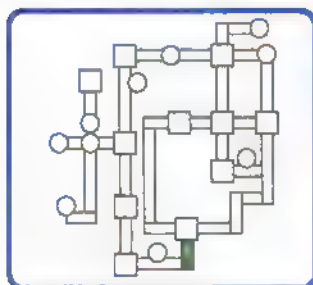
GOLD										SILVER							
DAY										MORNING		DAY		NIGHT			
#72	TENTACOO	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#73	TENTACRUEL	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#90	SHELLDER	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#129	MAGIKARP	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#170	CHINCHOU	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#171	LANTURN	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S

## Route 20



GOLD										SILVER							
DAY										MORNING		DAY		NIGHT			
#72	TENTACOO	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#73	TENTACRUEL	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#90	SHELLDER	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#129	MAGIKARP	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#170	CHINCHOU	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#171	LANTURN	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S

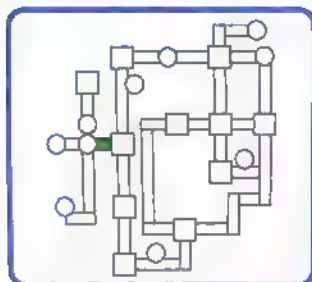
## Route 19



GOLD												SILVER									
DAY												MORNING		DAY		NIGHT					
#72	TENTACOO	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#73	TENTACRUEL	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#98	KRABBY	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#99	KINGLER	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#120	STARYU	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#129	MAGIKARP	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#222	CORSOLA	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S

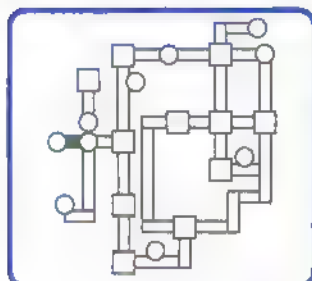


## Route 22



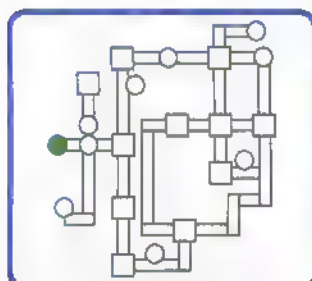
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19 RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#21 SPEAROW	MANY	MANY	NONE	MANY	MANY	NONE
#22 FEAROW	FEW	FEW	NONE	FEW	FEW	NONE
#77 PONYTA	FEW	FEW	FEW	FEW	FEW	FEW
#84 DODUO	MANY	MANY	NONE	MANY	MANY	NONE
#60 POLIWAG	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S
#61 POLIWHIRL	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S
#129 MAGIKARP	NONE O G S	NONE O G S	NONE O G S	NONE O G S	NONE O G S	NONE O G S

## Route 28



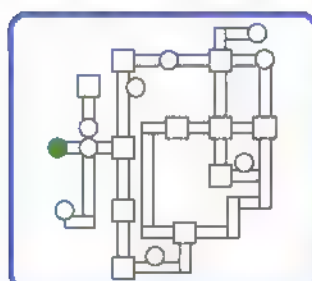
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#77 PONYTA	MANY	MANY	MANY	MANY	MANY	MANY
#78 RAPIDASH	MANY	MANY	MANY	MANY	MANY	MANY
#84 DODUO	FEW	FEW	NONE	FEW	FEW	NONE
#85 DODRIO	FEW	FEW	NONE	FEW	FEW	NONE
#114 TANGELA	MANY	MANY	MANY	MANY	MANY	MANY
#215 SNEASEL	NONE	NONE	MANY	NONE	NONE	MANY
#217 URSARING	MANY	MANY	MANY	NONE	NONE	NONE
#232 DONPHAN	NONE	NONE	NONE	MANY	MANY	MANY
#60 POLIWAG	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S
#61 POLIWHIRL	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S
#129 MAGIKARP	NONE O G S	NONE O G S	NONE O G S	NONE O G S	NONE O G S	NONE O G S

## Mt. Silver



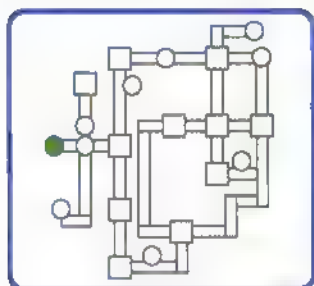
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#77 PONYTA	MANY	MANY	MANY	MANY	MANY	MANY
#78 RAPIDASH	MANY	MANY	MANY	MANY	MANY	MANY
#84 DODUO	FEW	FEW	NONE	FEW	FEW	NONE
#85 DODRIO	FEW	FEW	NONE	FEW	FEW	NONE
#114 TANGELA	MANY	MANY	MANY	MANY	MANY	MANY
#215 SNEASEL	NONE	NONE	MANY	NONE	NONE	MANY
#217 URSARING	MANY	MANY	MANY	NONE	NONE	NONE
#232 DONPHAN	NONE	NONE	NONE	MANY	MANY	MANY
#60 POLIWAG	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S
#61 POLIWHIRL	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S
#129 MAGIKARP	NONE O G S	NONE O G S	NONE O G S	NONE O G S	NONE O G S	NONE O G S

## Silver Cave



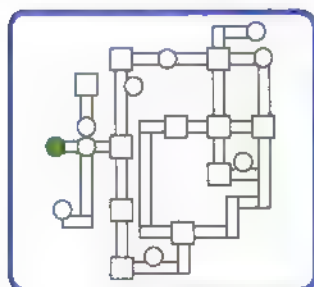
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#42 GOLBAT	FEW	FEW	FEW	FEW	FEW	FEW
#75 GRAVELER	MANY	MANY	MANY	MANY	MANY	MANY
#95 ONIX	MANY	MANY	MANY	MANY	MANY	MANY
#217 URSARING	MANY	MANY	MANY	NONE	NONE	NONE
#232 DONPHAN	NONE	NONE	NONE	MANY	MANY	MANY
#246 LARVITAR	FEW	FEW	FEW	FEW	FEW	FEW

## Mt. Silver (1st & 2nd Floors)



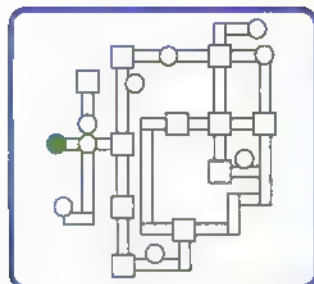
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#42	GOLBAT	FEW	FEW	FEW	FEW	FEW	FEW
#55	GOLDUCK	MANY	MANY	MANY	MANY	MANY	MANY
#195	QUAGSIRE	MANY	MANY	MANY	MANY	MANY	MANY
#200	MISDREAVUS	NONE	NONE	MANY	NONE	NONE	MANY
#217	URSARING	MANY	MANY	MANY	NONE	NONE	NONE
#232	DONPHAN	NONE	NONE	NONE	MANY	MANY	MANY
#246	LARVITAR	FEW	FEW	FEW	FEW	FEW	FEW
#118	GOLDEEN	MANY	O G S	MANY	O G S	MANY	O G S
#119	SEAKING	MANY	O G S	MANY	O G S	MANY	O G S
#129	MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S

## Mt. Silver (Inside 2nd Floor)



		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#42	GOLBAT	MANY	MANY	MANY	MANY	MANY	MANY
#55	GOLDUCK	FEW	FEW	FEW	FEW	FEW	FEW
#95	ONIX	MANY	MANY	MANY	MANY	MANY	MANY
#217	URSARING	MANY	MANY	MANY	NONE	NONE	NONE
#232	DONPHAN	NONE	NONE	NONE	MANY	MANY	MANY
#246	LARVITAR	FEW	FEW	FEW	FEW	FEW	FEW

## Mt. Silver (2nd Floor—Small Room)
















		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#42	GOLBAT	FEW	FEW	FEW	FEW	FEW	FEW
#55	GOLDUCK	MANY	MANY	MANY	MANY	MANY	MANY
#195	QUAGSIRE	MANY	MANY	MANY	MANY	MANY	MANY
#200	MISDREAVUS	NONE	NONE	MANY	NONE	NONE	MANY
#217	URSARING	MANY	MANY	MANY	NONE	NONE	NONE
#232	DONPHAN	NONE	NONE	NONE	MANY	MANY	MANY
#246	LARVITAR	FEW	FEW	FEW	FEW	FEW	FEW



		GOLD			SILVER		
AREA	LEVEL	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#63 ABRA	  	TYPE: PSYCHIC			PAGE 36		
ROUTE 5	12, 14	M	M	M	M	M	M
ROUTE 6	12, 14	M	M	M	M	M	M
ROUTE 8	15	M	M	M	M	M	M
ROUTE 24	9	M	M	M	M	M	M
ROUTE 25	9	M	M	M	M	M	M
ROUTE 34	11	M	M	M	M	M	M
ROUTE 35	10	M	M	M	M	M	M
GOLDENROD CITY (GAME CORNER)	10	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE
#117 AERODACTYL	 	TYPE: ROCK/FLYING			PAGE 80		
ROUTE 14	-	TRADE	TRADE	TRADE	TRADE	TRADE	TRADE
#190 AIPOM	 	TYPE: NORMAL			PAGE 46		
JOHTO (HEADBUTT)	10	HB	HB	HB	HB	HB	HB
#85 ALAKAZAM		TYPE: PSYCHIC			PAGE 36		
EVOLVE FROM KADABRA (TRADE)							
#181 AMPHAROS		TYPE: ELECTRIC			PAGE 34		
EVOLVE FROM FLAAFFY (LEV 30)							
#24 ARBOK		TYPE: POISON			PAGE 23		
ROUTE 3	10	N	N	N	F	F	F
ROUTE 4	10	N	N	N	F	F	F
ROUTE 26	30	N	N	N	F	F	F
ROUTE 27	28	N	N	N	M	M	M
#59 ARCANINE		TYPE: FIRE			PAGE 48		
EVOLVE FROM GROWLITHE (FIRE STONE)							
#188 ARIADOS	 	TYPE: BUG/POISON			PAGE 17		
ROUTE 2	7	F	F	F	N	N	N
#144 ARTICUNO		TYPE: ICE/FLYING			PAGE 84		
MUST BE TRADED FROM RED, BLUE OR YELLOW							
#184 AZUMARILL		TYPE: WATER			PAGE 49		
EVOLVE FROM MARILL (LEV 18)							
#153 BAYLEEF		TYPE: GRASS			PAGE 9		
EVOLVE FROM CHIKORITA (LEV 16)							
#15 BEEDRILL	 	TYPE: BUG/POISON			PAGE 14		
JOHTO (HEADBUTT)	10	N	N	N	HB	HB	HB
ROUTE 2	7	N	N	N	M	M	M
NATIONAL PARK	12-15	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
#182 BELLOSSOM		TYPE: GRASS			PAGE 34		
EVOLVE FROM GLOOM (SUN STONE)							
#69 BELLSPOUR	 	TYPE: GRASS/POISON			PAGE 28		
ROUTE 5	13	M	M	M	M	M	M
ROUTE 6	13	M	M	M	M	M	M
ROUTE 24	8, 10	M	M	N	M	M	N
ROUTE 24	10	N	N	F	N	N	F
ROUTE 25	10	M	M	F	M	M	F
ROUTE 31	3	M	M	M	M	M	M
ROUTE 32	6	M	M	M	M	M	M
ROUTE 44	22	M	M	M	M	M	M





















		GOLD				SILVER			
AREA	LEVEL	MOONING	DAY	NIGHT	MOONING	DAY	NIGHT		
#9 BLASTOISE		TYPE: WATER				PAGE: 83			
EVOLVE FROM WARTORTLE (LEV 36)		(MUST BE TRADED FROM RED, BLUE OR YELLOW)		N	N	N	N		
#242 BLISSEY		TYPE: NORMAL				PAGE: 78			
EVOLVE FROM CHANSEY (FRIENDSHIP)									
#1 BULBASAUR		TYPE: GRASS/POISON				PAGE: 81			
MUST BE TRADED FROM RED, BLUE OR YELLOW		N	N	N	N	N	N		
#12 BUTTERFREE		TYPE: BUG/FLYING				PAGE: 16			
JOHTO (HEADBUTT)	10	HB	HB	N	N	N	N		
ROUTE 2	7	M	N	N	N	N	N		
NATIONAL PARK	12-15	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT		
#10 CATERPIE		TYPE: BUG				PAGE: 16			
JOHTO (HEADBUTT)	10	HB	HB	N	N	N	N		
ROUTE 2	3	M	M	N	N	N	N		
ROUTE 30	3, 4	M	M	N	N	N	N		
ROUTE 31	4, 5	M	M	N	N	N	N		
ILEX FOREST	5, 6	M	M	N	N	N	N		
NATIONAL PARK	10, 12	M	N	N	N	N	N		
NATIONAL PARK	10	N	M	N	N	N	N		
NATIONAL PARK	7-18	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT		
#113 CHANSEY		TYPE: NORMAL				PAGE: 78			
ROUTE 13	25	F	F	F	F	F	F		
ROUTE 14	25	F	F	F	F	F	F		
ROUTE 15	25	F	F	F	F	F	F		
#6 CHARIZARD		TYPE: FIRE/FLYING				PAGE: 82			
EVOLVE FROM CHARMELEON (LEV 36)		(MUST BE TRADED FROM RED, BLUE OR YELLOW)		N	N	N	N		
#4 CHARMANDER		TYPE: FIRE				PAGE: 82			
MUST BE TRADED FROM RED, BLUE OR YELLOW		N	N	N	N	N	N		
#8 CHARMELEON		TYPE: FIRE				PAGE: 82			
EVOLVE FROM CHARMANDER (LEV 16)		(MUST BE TRADED FROM RED, BLUE OR YELLOW)		N	N	N	N		
#192 CHIKORITA		TYPE: GRASS				PAGE: 9			
NEW BARK TOWN	5	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT		
#170 CHINCHOU		TYPE: WATER/ELECTRIC				PAGE: 63			
ROUTE 20	20, 40	R	R	R	R	R	R		
ROUTE 21	20, 40	R	R	R	R	R	R		
ROUTE 26	20, 40	R	R	R	R	R	R		
ROUTE 27	20, 40	R	R	R	R	R	R		
ROUTE 41	20, 40	R	R	R	R	R	R		
OLIVINE CITY (BAY)	20, 40	R	R	R	R	R	R		
VERMILION CITY	20, 40	R	R	R	R	R	R		
VERMILION CITY (BAY)	20, 40	R	R	R	R	R	R		
CINNABAR TOWN	20, 40	R	R	R	R	R	R		
PALLET TOWN	20, 40	R	R	R	R	R	R		
NEW BARK TOWN	20, 40	R	R	R	R	R	R		
#36 CLEFABLE		TYPE: NORMAL				PAGE: 10			
EVOLVE FROM CLEFAIRY (MOON STONE)									
#35 CLEFAIRY		TYPE: NORMAL				PAGE: 20			
MT. MOON	8	F	F	F	F	F	F		













		GOLD			SILVER		
AREA	LEVEL	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#173 CLEFFA 		TYPE: NORMAL			PAGE 20		
MUST HATCH AT POKéMON BREEDING CENTER							
#81 CLOYSTER 		TYPE: WATER/ICE			PAGE 61		
EVOLVE FROM SHELLDER (WATER STONE)							
#222 CORSOLA 		TYPE: WATER/ROCK			PAGE 82		
ROUTE 19	20, 40	R	R	N	R	R	N
ROUTE 34	20, 40	R	R	N	R	R	N
ROUTE 40	20, 40	R	R	N	R	R	N
OLIVINE CITY	20, 40	R	R	N	R	R	N
CIANWOOD CITY	20, 40	R	R	N	R	R	N
UNION CAVE B2	20, 40	R	R	N	R	R	N
CERULEAN CITY (GYM)	20, 40	R	R	N	R	R	N
CHERRY GROVE CITY	20, 40	R	R	N	R	R	N
#188 CROBAT 		TYPE: POISON/FLYING			PAGE 19		
EVOLVE FROM GOLBAT (FRIENDSHIP)							
#159 CROCONAW 		TYPE: WATER			PAGE 11		
EVOLVE FROM TOTODILE (LEV 18)							
#104 CUBONE 		TYPE: GROUND			PAGE 73		
ROCK TUNNEL	10, 13	M	M	M	M	M	M
ROCK TUNNEL B2	13	M	M	M	M	M	M
#155 CYNDAQUIL 		TYPE: FIRE			PAGE 10		
NEW BARK TOWN	5	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
#223 DELIBIRD 		TYPE: ICE/FLYING			PAGE 69		
ICE PATH 1F	22	N	N	N	M	M	M
ICE PATH 2F	23	N	N	N	M	M	M
ICE PATH B2	23	N	N	N	M	M	M
ICE PATH 3F	24	N	N	N	M	M	M
#87 DEWGONG 		TYPE: WATER/ICE			PAGE 64		
EVOLVE FROM SEEL (LEV 34)							
#50 DIGLETT 		TYPE: GROUND			PAGE 49		
DIGLETT'S CAVE	13, 15, 17, 19	M	M	M	M	M	M
#132 DITTO 		TYPE: NORMAL			PAGE 37		
ROUTE 34	10	F	F	F	F	F	F
ROUTE 35	10	F	F	F	F	F	F
#85 DODRIO 		TYPE: NORMAL/FLYING			PAGE 72		
ROUTE 26	30	F	F	N	N	M	N
ROUTE 27	30	N	N	N	F	F	N
ROUTE 28	43	F	F	N	F	F	N
MT. SILVER	43	F	F	N	F	F	N
#84 DODUO 		TYPE: NORMAL/FLYING			PAGE 72		
ROUTE 22	4	M	M	N	M	M	N
ROUTE 26	26, 30	M	M	N	M	M	N
ROUTE 26	30	M	M	N	M	M	N
ROUTE 27	28, 30	M	M	N	M	M	N
ROUTE 28	41	F	F	N	F	F	N
MT. SILVER	41	F	F	N	F	F	N

		GOLD			SILVER		
AREA	LEVEL	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#232 DONPHAN		TYPE: GROUND			PAGE 71		
ROUTE 28	40	N	N	N	M	M	M
SILVER CAVE	44	N	N	N	M	M	M
MT. SILVER 1F-2F	47	N	N	N	M	M	M
MT. SILVER 2F (SMALL ROOM)	47	N	N	N	M	M	M
MT. SILVER 2F	50	N	N	N	M	M	M
MT. SILVER	42	N	N	N	M	M	M
VICTORY ROAD	33	N	N	N	M	M	M
#148 DRAGONAIR		TYPE: DRAGON			PAGE 87		
ROUTE 45	10	R	R	N	R	R	R
DRAGON'S DEN		N	R	R	R	R	R
#149 DRAGONITE		TYPE: DRAGON/FLYING			PAGE 87		
EVOLVE FROM DRAGONAIR (LEV 55)							
#147 DRATINI		TYPE: DRAGON			PAGE 87		
ROUTE 33	10, 10	R	R	R	R	R	R
GOLDENROD CITY (GAME CORNER)	10	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE
DRAGON'S DEN	20, 40	R	R	R	R	R	R
DRAGON'S DEN	10-14	M	M	M	M	M	M
#98 DROWZEE		TYPE: PSYCHIC			PAGE 15		
ROUTE 11	14, 16	M	M	N	M	M	M
ROUTE 34	10, 12	M	M	M	M	M	M
ROUTE 35	14	M	M	M	M	M	M
#51 DUGTRIO		TYPE: GROUND			PAGE 49		
DIGLETT'S CAVE	19, 24, 29	N	N	M	M	M	M
#206 DUNSPARCE		TYPE: NORMAL			PAGE 23		
DARK CAVE (BLACKTHORN CITY SIDE)	2-4	N	M	M	M	M	M
DARK CAVE (BLACKTHORN CITY SIDE)	4	M	M	M	N	M	M
#133 EEVEE		TYPE: NORMAL			PAGE 64		
GOLDENROD CITY	20	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
CELADON CITY (GAME CORNER)	15	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE
#23 EKANS		TYPE: POISON			PAGE 23		
ROUTE 3	8	N	N	N	M	M	M
ROUTE 4	8	N	N	N	M	M	M
ROUTE 32	4	N	N	N	M	M	M
ROUTE 33	7	N	N	N	M	M	M
GOLDENROD CITY (GAME CORNER)	10	PRIZE	PRIZE	PRIZE	N	N	N
#125 ELECTABUZZ		TYPE: ELECTRIC			PAGE 56		
ROUTE 10	13	F	N	F	F	N	F
ROUTE 10	15, 17	N	M	N	N	M	N
#101 ELECTRODE		TYPE: ELECTRIC			PAGE 46		
MAHOGANY TOWN (HIDEOUT B2)	23	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
#239 ELEKID		TYPE: ELECTRIC			PAGE 56		
MUST HATCH AT POKéMON BREEDING CENTER							
#244 ENTEI		TYPE: FIRE			PAGE 86		
JOHTO	40	RANDOM APPEARANCES AROUND JOHTO					



AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
<b>#198 ESPEON</b>  TYPE: PSYCHIC <b>PAGE 67</b>							
EVOLVE FROM EEEVEE (FRIENDSHIP)							
<b>#192 EXEGGCUTE</b>   TYPE: GRASS/PSYCHIC <b>PAGE 41</b>							
JOHJO (HEADBUTT)	10	M	M	H	H	H	H
<b>#193 EXEGGUTOR</b>   TYPE: GRASS/PSYCHIC <b>PAGE 41</b>							
EVOLVE FROM EXEGGCUTE (LEAF STONE)							
<b>#93 FARFETCH'D</b>   TYPE: NORMAL/FLYING <b>PAGE 58</b>							
ROUTE 38	16	M	M	N	M	M	N
ROUTE 39	16	M	M	N	M	M	N
<b>#22 FEAROW</b>  TYPE: NORMAL/FLYING <b>PAGE 13</b>							
ROUTE 9	15	F	I	N	F	F	N
ROUTE 10	18	M	M	N	M	M	N
ROUTE 16	27, 29	M	M	N	M	M	N
ROUTE 17	28, 30	M	M	N	M	M	N
ROUTE 18	27, 29	M	M	N	M	M	N
ROUTE 22	7	F	I	N	F	F	N
<b>#198 FERALIGATR</b>  TYPE: WATER <b>PAGE 11</b>							
EVOLVE FROM CROCONAW (LEV 30)							
<b>#180 FLAAFFY</b>  TYPE: ELECTRIC <b>PAGE 24</b>							
ROUTE 12	15, 17	M	M	M	M	M	M
ROUTE 43	13	M	N	M	M	N	M
ROUTE 43	15, 17	N	M	N	N	M	N
<b>#136 FLAREON</b>  TYPE: FIRE <b>PAGE 47</b>							
EVOLVE FROM EEEVEE (FIRE STONE)							
<b>#285 FORRETRESS</b>   TYPE: BUG/STEEL <b>PAGE 37</b>							
EVOLVE FROM PINECO (LEV 31)							
<b>#22 FURRET</b>  TYPE: NORMAL <b>PAGE 14</b>							
ROUTE 1	6	F	F	N	F	F	N
<b>#92 GASTLY</b>   TYPE: GHOST/POISON <b>PAGE 34</b>							
TIN TOWER 2F-9F	20-22	N	N	M	N	M	M
SPROUT TOWER 2F-3F	3-6	N	M	M	N	N	M
<b>#24 GENGAR</b>   TYPE: GHOST/POISON <b>PAGE 26</b>							
EVOLVE FROM HAUNTER (TRADE)							
<b>#24 GEODUDE</b>   TYPE: ROCK/GROUND <b>PAGE 18</b>							
ROUTE 45	23	M	M	M	M	M	M
ROUTE 44	2, 3	M	M	N	M	M	N
ROUTE 46	2-4	M	N	M	M	N	M
ROCK TUNNEL B1	10	M	M	M	M	M	M
ROCK TUNNEL B2	12	M	M	M	M	M	M
MT. MOON	8	M	M	N	M	M	M
MT. MOON	10	N	N	N	M	M	M
DARK CAVE (VIOLET CITY SIDE)	2-4	M	M	M	M	M	M
DARK CAVE (BLACKTHORN CITY SIDE)	23	M	M	M	M	M	M
MT. MORTAR 1F (INSIDE)	13, 15	M	M	M	M	M	M
MT. MORTAR 1F-2F	14	I	F	F	F	F	F
MT. MORTAR 2F (INSIDE)	31	M	M	M	M	M	M
MT. MORTAR B1	16	F	F	F	F	F	F
MAHOGANY TOWN (HIDEOUT B1)	21	TRAP	TRAP	TRAP	TRAP	TRAP	TRAP
UNION CAVE 1F	6	M	M	M	M	M	M

AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
UNION CAVE B1	8	M	M	M	M	M	M
UNION CAVE B2	21	M	M	M	M	M	M
<b>#203 GIRAFARIG</b>   TYPE: NORMAL/PSYCHIC <b>PAGE 54</b>							
ROUTE 43	15	M	M	M	M	M	M
<b>#207 GLIGAR</b>   TYPE: GROUND/FLYING <b>PAGE 69</b>							
ROUTE 45	24	M	M	M	N	N	N
<b>#48 GLOOM</b>  TYPE: GRASS/POISON <b>PAGE 34</b>							
ROUTE 5	15	N	N	M	N	N	M
<b>#92 GOLBAT</b>  TYPE: POISON/FLYING <b>PAGE 19</b>							
WHIRL ISLANDS 1F	23	F	F	F	F	F	F
WHIRL ISLANDS B1	24	F	F	F	F	F	F
WHIRL ISLANDS B2	24	F	F	F	F	F	F
WHIRL ISLANDS B3	23	F	F	F	F	F	F
WHIRL ISLANDS B4	25	F	F	F	F	F	F
DARK CAVE (BLACKTHORN CITY SIDE)	23	F	F	F	F	F	F
ICE PATH 1F	22	M	M	M	M	M	M
ICE PATH B1	22	M	M	M	M	M	M
ICE PATH B2	23	M	M	M	M	M	M
ICE PATH B3	24	M	M	M	M	M	M
SILVER CAVE 1F	45	F	F	F	F	F	F
SILVER CAVE 1F-2F	48	F	F	F	F	F	F
SILVER CAVE 2F	48	F	F	F	F	F	F
SILVER CAVE 2F (INSIDE)	48, 51	M	M	M	M	M	M
MT. MORTAR 2F (INSIDE)	30	F	F	F	F	F	F
VICTORY ROAD	32	M	M	M	M	M	M
UNION CAVE B2	22	M	M	M	M	M	M
TOHJO FALLS	22	M	M	M	M	M	M
SLOWPOKE WELL B1	23	F	F	F	F	F	F
<b>#118 GOLDEEN</b>   TYPE: WATER <b>PAGE 32</b>							
ROUTE 4	10, 20, 30	R	R	R	R	R	R
ROUTE 4	5-14	M	M	M	M	M	M
ROUTE 9	10, 20, 40	R	R	R	R	R	R
ROUTE 9	10-19	M	M	M	M	M	M
ROUTE 10	10, 20, 40	R	R	R	R	R	R
ROUTE 10	10-19	M	M	M	M	M	M
ROUTE 21	10, 20, 40	R	R	R	R	R	R
ROUTE 24	5-14	M	M	M	M	M	M
ROUTE 25	10, 20, 40	R	R	R	R	R	R
ROUTE 25	5-14	M	M	M	M	M	M
ROUTE 42	10, 20, 40	R	R	R	R	R	R
ROUTE 42	15-24	M	M	M	M	M	M
DARK CAVE (VIOLET CITY SIDE)	10, 20, 40	R	R	R	R	R	R
DARK CAVE (BLACKTHORN CITY SIDE)	10, 20, 40	R	R	R	R	R	R
SILVER CAVE 1F-2F	10, 20, 30	R	R	R	R	R	R
SILVER CAVE 1F-2F	35-39	M	M	M	M	M	M
MT. MORTAR 1F-2F	10, 20, 40	R	R	R	R	R	R
MT. MORTAR 1F-2F	15-24	M	M	M	M	M	M
MT. MORTAR B1 (INSIDE)	10, 20, 40	R	R	R	R	R	R
MT. MORTAR 2F (INSIDE)	20-29	M	M	M	M	M	M
MT. MORTAR B1	10, 20, 40	R	R	R	R	R	R
MT. MORTAR B1	15-24	M	M	M	M	M	M
UNION CAVE B1	10, 20, 30	R	R	R	R	R	R
UNION CAVE B1	10, 20, 30	R	R	R	R	R	R
TOHJO FALLS	10, 20, 40	R	R	R	R	R	R
TOHJO FALLS	20-24	M	M	M	M	M	M
CERULEAN CITY	10, 20, 30	R	R	R	R	R	R
CERULEAN CITY	5-14	M	M	M	M	M	M
SLOWPOKE WELL B1	10, 20, 40	R	R	R	R	R	R
SLOWPOKE WELL B2	10, 20, 40	R	R	R	R	R	R
<b>#55 GOLDOCK</b>   TYPE: WATER <b>PAGE 51</b>							
ROUTE 6	10-14	M	M	M	M	M	M
ROUTE 25	20-24	M	M	M	M	M	M
ILEX FOREST	15-19	M	M	M	M	M	M



		GOLD			SILVER		
AREA	LEVEL	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
SILVER CAVE 1F-2F	48	M	M	M	M	M	M
SILVER CAVE 2F	48	M	M	M	M	M	M
SILVER CAVE (DEEP)	51	F	F	F	F	F	F
#76	GOLEM			TYPE: ROCK/GROUND			PAGE 18
EVOLVE FROM GRAVELER (TRADE)							
#210	GRANBULL			TYPE: NORMAL			PAGE 47
EVOLVE FROM SHUBULL (LEV 23)							
#75	GRAVELER			TYPE: ROCK/GROUND			PAGE 18
ROUTE 11	23, 25, 27	M	M	M	N	N	N
ROUTE 45	23-25	N	M	N	M	M	M
DARK CAVE (BLACKTHORN CITY SIDE)	11	M	M	M	M	M	M
SILVER CAVE III	43	M	M	M	M	M	M
MT. MORTAR VII (INSIDE)	31	M	M	M	M	M	M
VICTORY ROAD	32	M	M	M	M	M	M
#88	GRIMER			TYPE: POISON			PAGE 45
ROUTE 16	26, 28	M	M	N	M	M	N
ROUTE 16	26-28	N	M	M	M	N	M
ROUTE 17	27, 29	M	M	N	M	N	N
ROUTE 17	29	N	M	N	M	M	N
ROUTE 17	27-29	N	N	M	N	N	M
ROUTE 18	26, 28	M	M	N	M	M	N
ROUTE 18	26-28	N	N	M	N	N	M
CELADON CITY	15-24	M	M	M	M	M	M
#56	GROWLITHE			TYPE: FIRE			PAGE 48
ROUTE 7	18	M	N	M	N	N	N
ROUTE 7	15, 18	N	M	N	N	N	N
ROUTE 8	18	M	M	F	N	N	N
ROUTE 36	13, 15	N	M	N	N	N	N
ROUTE 36	13	M	N	M	N	N	N
ROUTE 37	14, 16	N	M	N	N	N	N
ROUTE 37	14	M	N	M	N	N	N
#130	GYARADOS			TYPE: WATER/FLYING			PAGE 32
LAKE OF RAGE	20, 40	R	R	R	R	R	R
LAKE OF RAGE	15-19	M	M	M	M	M	M
FUCHSIA CITY	20, 40	R	R	R	R	R	R
LAKE OF RAGE	30	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
#93	HAUNTER			TYPE: GHOST/POISON			PAGE 26
ROUTE 8	20	N	N	M	N	N	M
#214	HERACROSS			TYPE: BUG/FIGHTING			PAGE 44
JOHTO (HEADBUTT)	10	HB	HB	HB	HB	HB	HB
#107	HITMONCHAN			TYPE: FIGHTING			PAGE 53
EVOLVE FROM TYROGUE (LEV 20) (ATTACK>DEFENSE)							
#106	HITMONLEE			TYPE: FIGHTING			PAGE 53
EVOLVE FROM TYROGUE (LEV 20) (ATTACK>DEFENSE)							
#237	HITMONTOP			TYPE: FIGHTING			PAGE 53
EVOLVE FROM TYROGUE (LEV 20) (ATTACK>DEFENSE)							
#250	HO-OH			TYPE: FIRE/FLYING			PAGE 89
TIN TOWER ROOF	M	EVENT	EVENT	EVENT	N	N	N
TIN TOWER ROOF	70	B	N	N	EVENT	EVENT	EVENT

		GOLD			SILVER		
AREA	LEVEL	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#153 HOOTHOOT		TYPE: NORMAL/FLYING			PAGE 13		
ROUTE 1	2-4	N	N	M	N	N	M
ROUTE 2	3, 5	N	N	M	N	N	M
ROUTE 29	2-4	N	N	M	N	N	M
ROUTE 30	4	N	N	M	N	N	M
ROUTE 30	2, 4	N	N	M	N	N	M
ROUTE 31	5	N	N	M	N	N	M
ROUTE 31	3, 5	N	N	M	N	N	M
ROUTE 35	14	N	N	F	N	N	F
ROUTE 36	13, 15	N	N	M	N	N	M
ROUTE 37	15	N	N	M	N	N	M
ROUTE 37	13, 15	N	N	M	N	N	M
NATIONAL PARK	10, 12, 14	N	N	M	N	N	M
#187 HOPPIP		TYPE: GRASS/FLYING			PAGE 39		
ROUTE 13	22, 24	M	M	N	M	M	N
ROUTE 14	24	M	M	N	M	M	N
ROUTE 15	22, 24	M	M	N	M	M	N
ROUTE 32	6	M	M	N	M	M	N
ROUTE 33	6, 8	M	M	N	M	M	N
#116 HORSEA		TYPE: WATER			PAGE 68		
WHIRL ISLANDS 1F	20, 40	R	R	R	R	R	R
WHIRL ISLANDS 1F	15-19	M	M	M	M	M	M
WHIRL ISLANDS B2	20, 40	R	R	R	R	R	R
WHIRL ISLANDS B2	15-24	M	M	M	M	M	M
WHIRL ISLANDS B3	20, 40	R	R	R	R	R	R
WHIRL ISLANDS B3	15-19	M	M	M	M	M	M
WHIRL ISLANDS B4	20, 40	R	R	R	R	R	R
WHIRL ISLANDS B4	20-24	M	M	M	M	M	M
#229 HOUNDOOM		TYPE: DARK/FIRE			PAGE 75		
EVOLVE FROM HOUNDOUR (LEV 24)							
#228 HOUNDOUR		TYPE: DARK/FIRE			PAGE 75		
ROUTE 7	15	N	N	F	N	N	F
#87 HYPNO		TYPE: PSYCHIC			PAGE 35		
ROUTE 11	16	N	M	M	M	M	M
#114 IGGLYBUFF		TYPE: NORMAL			PAGE 21		
MUST HATCH AT POKÉMON BREEDING CENTER							
#2 IVYSAUR		TYPE: GRASS/POISON			PAGE 61		
EVOLVE FROM BULBASAU (LEV 16) (MUST BE TRADED FROM RED, BLUE OR YELLOW)							
#39 JIGGLYPUFF		TYPE: NORMAL			PAGE 21		
ROUTE 3	6	M	M	M	M	M	M
ROUTE 4	6	M	M	M	M	M	M
#135 JOLTEON		TYPE: ELECTRIC			PAGE 66		
EVOLVE FROM EEEVE (THUNDER STONE)							
#189 JUMPLUFF		TYPE: GRASS/FLYING			PAGE 29		
EVOLVE FROM SKIPLOOM (LEV 27)							
#124 JYNX		TYPE: ICE/PSYCHIC			PAGE 56		
ICE PATH 1F	22	F	N	F	F	N	F
ICE PATH 1F	20, 23	N	M	N	M	M	N
ICE PATH B1	22	F	N	F	F	N	F
ICE PATH B1	20, 22	N	M	N	M	M	N
ICE PATH B2	23	F	N	F	F	N	F



AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
ICE PATH B2	21, 23	N	M	M	N	M	M
ICE PATH B3	21	F	M	F	F	N	F
ICE PATH B3	22, 24	N	M	M	N	M	N

### #100 KABUTO TYPE: ROCK/WATER PAGE 79

MUST BE TRADED FROM RED, BLUE OR YELLOW N N N N N N

### #141 KABUTOPS TYPE: ROCK/WATER PAGE 79

EVOLVE FROM KABUTO (LEV 40) (MUST BE TRADED FROM RED, BLUE OR YELLOW) N N N N N N

### #143 KADABRA TYPE: PSYCHIC PAGE 36

ROUTE 8 15 F F F F F F

### #14 KAKUNA TYPE: BUG/POISON PAGE 16

JOHTO (HEADBUTT)	10	N	N	N	NB	NB	NB
ROUTE 2	5	N	N	N	M	M	N
ROUTE 30	4	N	N	N	M	N	N
ROUTE 30	4, 5	N	N	N	N	N	N
ROUTE 31	5	N	N	N	M	N	N
ROUTE 31	5, 6	N	N	N	N	M	N
ILEX FOREST	6	N	N	N	M	N	N
ILEX FOREST	5, 6	N	N	N	N	M	N
NATIONAL PARK	10	N	N	N	M	N	N
NATIONAL PARK	9-18	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT

### #115 KANGASKHAN TYPE: NORMAL PAGE 74

ROCK TUNNEL B2 14 F F F F F F

### #230 KINGDRA TYPE: WATER/DRAGON PAGE 68

EVOLVE FROM SEADRA (TRADE+DRAGON SCALE)

### #99 KINGLER TYPE: WATER PAGE 60

ROUTE 19	40	R	R	R	R	R	R
ROUTE 34	40	R	R	R	R	R	R
ROUTE 40	40	R	R	R	R	R	R
OLIVINE CITY	40	R	R	R	R	R	R
WHIRL ISLANDS 1F	40	R	R	R	R	R	R
WHIRL ISLANDS B1	40	R	R	R	R	R	R
WHIRL ISLANDS B3	40	R	R	R	R	R	R
WHIRL ISLANDS B4	40	R	R	R	R	R	R
CIANWOOD CITY	40	R	R	R	R	R	R
UNION CAVE B2	40	R	R	R	R	R	R
CERULEAN CITY (GYM)	40	R	R	R	R	R	R
CHERRY GROVE CITY	40	R	R	R	R	R	R

### #109 KOFFING TYPE: POISON PAGE 44

MAHOGANY TOWN (HIDEOUT B1)	21	TRAP	TRAP	TRAP	TRAP	TRAP	TRAP
BURNED TOWER 1F	14, 16	M	M	M	M	M	M
BURNED TOWER B1	14, 16	M	M	M	M	M	M

### #88 KRABBY TYPE: WATER PAGE 60

JOHTO	15	RS	RS	RS	RS	RS	RS
ROUTE 19	10, 20, 40	R	R	R	R	R	R
ROUTE 34	10, 20, 40	R	R	R	R	R	R
ROUTE 40	10, 20, 40	R	R	R	R	R	R
OLIVINE CITY	10, 20, 40	R	R	R	R	R	R
WHIRL ISLANDS 1F	10, 20, 40	R	R	R	R	R	R
WHIRL ISLANDS 1F	22, 24	M	M	M	M	M	M
WHIRL ISLANDS B1	23, 25	M	M	M	M	M	M
WHIRL ISLANDS B2	10, 20, 40	R	R	R	R	R	R
WHIRL ISLANDS B2	23, 25	M	M	M	M	M	M
WHIRL ISLANDS B3	10, 20, 40	R	R	R	R	R	R
WHIRL ISLANDS B3	22, 24	M	M	M	M	M	M
WHIRL ISLANDS B4	10, 20, 40	R	R	R	R	R	R
WHIRL ISLANDS B4	24, 26	M	M	M	M	M	M
CIANWOOD CITY	10, 20, 40	R	R	R	R	R	R

AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
UNION CAVE B2	10, 20, 40	R	R	R	R	R	R
CERULEAN CITY (GYM)	10, 20, 40	R	R	R	R	R	R
CHERRY GROVE CITY	10, 20, 40	R	R	R	R	R	R

### #171 LANTURN TYPE: WATER/ELECTRIC PAGE 63

ROUTE 20	40	R	R	R	R	R	R
ROUTE 26	40	R	R	R	R	R	R
ROUTE 26	40	R	R	R	R	R	R
ROUTE 27	40	R	R	R	R	R	R
ROUTE 41	40	R	R	R	R	R	R
OLIVINE CITY (DAY)	40	R	R	R	R	R	R
VERMILION CITY	40	R	R	R	R	R	R
VERMILION CITY (DAY)	40	R	R	R	R	R	R
CINNABAR ISLAND	40	R	R	R	R	R	R
PALLET TOWN	40	R	R	R	R	R	R
NEW BARK TOWN	40	R	R	R	R	R	R

### #131 LAPRAS TYPE: WATER/ICE PAGE 78

UNION CAVE B1 40 EVENT EVENT EVENT EVENT EVENT EVENT

### #246 LARVITAR TYPE: ROCK/GROUND PAGE 88

SILVER CAVE	15, 20	F	F	F	F	F	F
MT. SILVER 1F-2F	15, 20	F	F	F	F	F	F
MT. SILVER 2F (SMALL ROOM)	15, 20	F	F	F	F	F	F
MT. SILVER 2F	15, 20	F	F	F	F	F	F

### #188 LEDIAN TYPE: BUG/FLYING PAGE 17

ROUTE 2 7 N N N F N N

### #165 LEDYBA TYPE: BUG/FLYING PAGE 17

ROUTE 2	3	N	N	N	M	N	N
ROUTE 30	3	N	N	N	M	N	N
ROUTE 31	4	N	N	N	M	N	N
ROUTE 37	13, 15	N	N	N	M	N	N

### #108 LICKITUNG TYPE: NORMAL PAGE 65

ROUTE 44 24, 26 M M M M M M

### #249 LUGIA TYPE: PSYCHIC/FLYING PAGE 89

WHIRL ISLANDS B4	70	EVENT	EVENT	EVENT	N	N	N
WHIRL ISLANDS B4	40	N	N	N	EVENT	EVENT	EVENT

### #88 MACHAMP TYPE: FIGHTING PAGE 52

EVOLVE FROM MACHOKE (TRADE)

### #87 MACHOKE TYPE: FIGHTING PAGE 52

ROCK TUNNEL B1	14	F	F	F	F	F	F
MT. MORTAR 2F (INSIDE)	32	M	M	M	M	M	M

### #86 MACHOP TYPE: FIGHTING PAGE 52

ROCK TUNNEL B1	12	M	M	M	M	M	M
GOLDENROD CITY	-	TRADE	TRADE	TRADE	TRADE	TRADE	TRADE
MT. MORTAR 1F (INSIDE)	13, 15	M	M	M	M	M	M
MT. MORTAR 1F-2F	14	M	M	M	M	M	M
MT. MORTAR 2F (INSIDE)	28	F	F	F	F	F	F
MT. MORTAR B1	16	M	M	M	M	M	M


### #248 MAGBY TYPE: FIRE PAGE 55










MUST HATCH AT POKEMON BREEDING CENTER

### #219 MAGCARGO TYPE: FIRE/ROCK PAGE 76

EVOLVE FROM SLUGMA (LEV 38)



AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#129 <b>MAGIKARP</b> 							
TYPE: WATER		PAGE 32					
ROUTE 4	10, 20, 40	R	R	R	R	R	R
ROUTE 6	10, 20, 40	R	R	R	R	R	R
ROUTE 9	10, 20, 40	R	R	R	R	R	R
ROUTE 10	10, 20, 40	R	R	R	R	R	R
ROUTE 12	10, 20, 40	R	R	R	R	R	R
ROUTE 13	10, 20, 40	R	R	R	R	R	R
ROUTE 19	10, 20	R	R	R	R	R	R
ROUTE 20	10, 20	R	R	R	R	R	R
ROUTE 21	10, 20	R	R	R	R	R	R
ROUTE 22	10, 20, 40	R	R	R	R	R	R
ROUTE 24	10, 20, 40	R	R	R	R	R	R
ROUTE 25	10, 20, 40	R	R	R	R	R	R
ROUTE 27	10, 20	R	R	R	R	R	R
ROUTE 28	10, 20, 40	R	R	R	R	R	R
ROUTE 30	10, 20, 40	R	R	R	R	R	R
ROUTE 31	10, 20, 40	R	R	R	R	R	R
ROUTE 32	10, 20, 40	R	R	R	R	R	R
ROUTE 34	10, 20	R	R	R	R	R	R
ROUTE 35	10, 20, 40	R	R	R	R	R	R
ROUTE 40	10, 20	R	R	R	R	R	R
ROUTE 41	10, 20	R	R	R	R	R	R
ROUTE 42	10, 20, 40	R	R	R	R	R	R
ROUTE 43	10, 20, 40	R	R	R	R	R	R
ROUTE 43	10-24	M	M	M	M	M	M
ROUTE 44	10, 20, 40	R	R	R	R	R	R
ROUTE 45	10, 20, 40	R	R	R	R	R	R
ROUTE 45	5-9	M	M	M	M	M	M
ROUTE 45	15-24	M	M	M	M	M	M
OLIVINE CITY	10, 20	R	R	R	R	R	R
OLIVINE CITY (BAY)	10, 20	R	R	R	R	R	R
RUINS OF ALPH	10, 20, 40	R	R	R	R	R	R
LAKE OF RAGE	10, 20, 40	R	R	R	R	R	R
LAKE OF RAGE	10-19	M	M	M	M	M	M
WHIRL ISLANDS 1F	10, 20	R	R	R	R	R	R
WHIRL ISLANDS B2	10, 20	R	R	R	R	R	R
WHIRL ISLANDS B3	10, 20	R	R	R	R	R	R
WHIRL ISLANDS B4	10, 20	R	R	R	R	R	R
ILEX FOREST	10, 20, 40	R	R	R	R	R	R
ECRUTEAK CITY	10, 20, 40	R	R	R	R	R	R
VIOLET CITY	10, 20, 40	R	R	R	R	R	R
VERMILION CITY	10, 20	R	R	R	R	R	R
VERMILION CITY (BAY)	10, 20	R	R	R	R	R	R
DARK CAVE (VIOLET CITY SIDE)	10, 20, 40	R	R	R	R	R	R
DARK CAVE (VIOLET CITY SIDE)	5-19	M	M	M	M	M	M
DARK CAVE (BLACKTHORN CITY SIDE)	10, 20, 40	R	R	R	R	R	R
DARK CAVE (BLACKTHORN CITY SIDE)	5-19	M	M	M	M	M	M
CINNABAR ISLAND	10, 20	R	R	R	R	R	R
SILVER CAVE 1F-2F	10, 20, 40	R	R	R	R	R	R
MT. SILVER	10, 20, 40	R	R	R	R	R	R
MT. MORTAR 1F-2F	10, 20, 40	R	R	R	R	R	R
MT. MORTAR 2F (INSIDE)	10, 20, 40	R	R	R	R	R	R
MT. MORTAR B1	10, 20, 40	R	R	R	R	R	R
FUCHSIA CITY	10, 20, 40	R	R	R	R	R	R
FUCHSIA CITY	10-24	M	M	M	M	M	M
CIANWOOD CITY	10, 20	R	R	R	R	R	R
UNION CAVE B1	10, 20, 40	R	R	R	R	R	R
UNION CAVE B2	10, 20	R	R	R	R	R	R
TOHJO FALLS	10, 20, 40	R	R	R	R	R	R
VIRIDIAN CITY	10, 20, 40	R	R	R	R	R	R
CERULEAN CITY	10, 20, 40	R	R	R	R	R	R
CERULEAN CITY (GYM)	10, 20	R	R	R	R	R	R
BLACKTHORN CITY	10, 20, 40	R	R	R	R	R	R
BLACKTHORN CITY	5-19	M	M	M	M	M	M
PALLET TOWN	10, 20	R	R	R	R	R	R
SLOWPOKE WELL B1	10, 20, 40	R	R	R	R	R	R
SLOWPOKE WELL B2	10, 20, 40	R	R	R	R	R	R
CHERRY GROVE CITY	10, 20	R	R	R	R	R	R
DRAGON'S DEN	10, 20, 40	R	R	R	R	R	R
DRAGON'S DEN	10-19	M	M	M	M	M	M
NEW BARK TOWN	10, 20	R	R	R	R	R	R

		GOLD			SILVER		
AREA	LEVEL	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#126 MAGMAR 		TYPE: FIRE			PAGE 55		
BURNED TOWER B1	14	F	N	F	F	N	F
BURNED TOWER B1	16	N	F	N	N	F	N
#01 MAGNEMITE 		TYPE: ELECTRIC/STEEL			PAGE 45		
ROUTE 6	15	M	M	M	M	M	M
ROUTE 11	15	M	M	M	M	M	M
ROUTE 38	16	M	M	M	M	M	M
ROUTE 39	16	M	M	M	M	M	M
#02 MAGNETON		TYPE: ELECTRIC/STEEL			PAGE 45		
EVOLVE FROM MAGNEMITE (LEV 30)							
#56 MANKEY 		TYPE: FIGHTING			PAGE 50		
ROUTE 9	13	M	M	M	N	N	N
ROUTE 42	15	M	M	M	N	N	N
#226 MANTINE 		TYPE: WATER/FLYING			PAGE 71		
ROUTE 41	20-24	M	M	M	N	N	N
#171 MAREEP 		TYPE: ELECTRIC			PAGE 24		
ROUTE 32	6	M	M	M	M	M	M
ROUTE 42	13	M	M	M	N	N	N
ROUTE 42	13, 15	N	N	N	M	M	M
ROUTE 43	15	M	M	F	M	M	F
#153 MARILL 		TYPE: WATER			PAGE 49		
MT. MORTAR 1F-2F	20-24	M	M	M	M	M	M
MT. MORTAR 1F-2F	13, 15	M	M	M	M	M	M
MT. MORTAR 1F-2F	15	F	F	F	F	F	F
#105 MAROWAK 		TYPE: GROUND			PAGE 73		
ROCK TUNNEL B1	14	F	F	F	F	F	F
#154 MEGANIUM		TYPE: GRASS			PAGE 9		
EVOLVE FROM BAYLEEF (LEV 32)							
#52 MEOWTH 		TYPE: NORMAL			PAGE 50		
ROUTE 5	14	N	M	M	M	M	M
ROUTE 6	14	M	N	M	M	M	M
ROUTE 7	17	N	N	M	M	M	M
ROUTE 8	17	N	N	N	M	M	M
ROUTE 38	16	N	N	M	M	M	M
ROUTE 39	16	N	M	N	M	M	M
#11 METAPOD 		TYPE: BUG			PAGE 16		
JOHTO (HEADBUTT)	10	NB	NB	NB	N	N	N
ROUTE 2	5	M	M	N	N	N	N
ROUTE 30	4	M	N	N	N	N	N
ROUTE 30	4, 5	M	M	N	N	N	N
ROUTE 31	5	M	N	N	N	N	N
ROUTE 31	5, 6	N	M	N	N	N	N
ILEX FOREST	6	M	N	N	N	N	N
ILEX FOREST	5, 6	N	M	N	N	N	N
NATIONAL PARK	10	M	M	N	N	N	N
NATIONAL PARK	9-18	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
#101 MEW		TYPE: PSYCHIC			PAGE 90		
MEW MUST BE GIVEN TO YOU BY NINTENDO.							
IT DOES NOT APPEAR IN ANY GAME.							




AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#150 MEWTWO		TYPE: PSYCHIC			PAGE 90		
MUST BE TRADED FROM RED, BLUE OR YELLOW		N	N	N	N	N	N
#141 MILTANK		TYPE: NORMAL			PAGE 55		
ROUTE 38	13	F	F	F	F	F	F
ROUTE 39	15	F	F	F	F	F	F
#200 MISDREAVUS		TYPE: GHOST			PAGE 77		
MT. SILVER 1F-2F	45	N	N	M	N	N	M
MT. SILVER 2F (SMALL ROOM)	45	N	N	M	N	N	M
#146 MOLTRES		TYPE: FIRE/FLYING			PAGE 85		
MUST BE TRADED FROM RED, BLUE OR YELLOW		N	N	N	N	N	N
#172 MR. MIME		TYPE: PSYCHIC			PAGE 57		
ROUTE 21	28	F	N	F	F	N	F
ROUTE 21	28, 30	N	M	N	N	M	N
CELADON CITY (GAME CORNER)	15	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE
#89 MUK		TYPE: POISON			PAGE 45		
ROUTE 16	30	F	F	F	F	F	F
ROUTE 17	31	F	F	N	F	F	N
ROUTE 17	30, 32	N	M	M	N	M	M
ROUTE 18	30	F	F	N	F	F	N
ROUTE 18	26-28	N	N	M	N	N	M
CELADON CITY	15-19	M	M	M	M	M	M
#190 MURKROW		TYPE: DARK/FLYING			PAGE 75		
ROUTE 7	17, 19	N	N	M	N	N	N
ROUTE 7	17	N	N	N	N	N	M
ROUTE 16	28	N	N	M	N	N	M
#177 NATU		TYPE: PSYCHIC/FLYING			PAGE 58		
RUINS OF ALPH	18, 20, 22, 24	M	M	M	M	M	M
#134 NIDOKING		TYPE: POISON/GROUND			PAGE 39		
EVOLVE FROM NIDORINO (MOON STONE)							
#31 NIDOQUEEN		TYPE: POISON/GROUND			PAGE 38		
EVOLVE FROM NIDORINA (MOON STONE)							
#28 NIDORAN ♀		TYPE: POISON			PAGE 38		
ROUTE 35	12	M	M	M	M	M	M
ROUTE 36	12	M	M	M	M	M	M
#32 NIDORAN ♂		TYPE: POISON			PAGE 39		
ROUTE 35	12	M	M	M	M	M	M
ROUTE 36	12	M	M	M	M	M	M
#38 NIDORINA		TYPE: POISON			PAGE 38		
ROUTE 13	23	M	M	M	M	M	M
ROUTE 14	23	M	M	M	M	M	M
ROUTE 15	23	M	M	M	M	M	M
#33 NIDORINO		TYPE: POISON			PAGE 39		
ROUTE 13	23	M	M	M	M	M	M
ROUTE 14	23	M	M	M	M	M	M
ROUTE 15	23	M	M	M	M	M	M

AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#38 NINETALES		TYPE: FIRE			PAGE 47		
EVOLVE FROM VULPIX (FIRE STONE)							
#184 NOCTOWL		TYPE: NORMAL/FLYING			PAGE 13		
ROUTE 2	7	N	N	M	N	N	M
ROUTE 8	17, 19	M	M	M	N	M	N
ROUTE 8	19	N	M	M	N	M	M
ROUTE 13	25	M	M	M	N	M	M
ROUTE 14	25	M	M	M	N	M	M
ROUTE 15	25	M	M	M	N	M	M
ROUTE 43	17	N	M	M	N	N	M
#224 OCTILLERY		TYPE: WATER			PAGE 62		
EVOLVE FROM REMORAID (LEV 25)							
#43 ODDISH		TYPE: GRASS/POISON			PAGE 34		
ROUTE 5	13, 14	N	N	M	N	N	N
ROUTE 5	13	N	M	N	N	N	M
ROUTE 6	13, 14	N	M	M	N	N	N
ROUTE 6	13	N	M	N	N	M	M
ROUTE 24	10	N	M	M	N	M	M
ROUTE 25	18	N	N	M	N	M	M
ILEX FOREST	5, 6	N	M	M	N	M	M
#138 OMANYTE		TYPE: ROCK/WATER			PAGE 79		
MUST BE TRADED FROM RED, BLUE OR YELLOW		N	N	N	N	N	N
#190 OMASTAR		TYPE: ROCK/WATER			PAGE 79		
EVOLVE FROM OMANYTE (LEV 40) (MUST BE TRADED FROM RED, BLUE OR YELLOW)		N	N	N	N	N	N
#188 ONIX		TYPE: ROCK/GROUND			PAGE 27		
ROCK TUNNEL B2	18	M	M	M	M	M	M
VIOLET CITY	-	TRADE	TRADE	TRADE	TRADE	TRADE	TRADE
SILVER CAVE 1F	42	M	M	M	M	M	M
SILVER CAVE 2F (INSIDE)	11	M	M	M	M	M	M
VICTORY ROAD	34, 36	M	M	M	M	M	M
UNION CAVE 1F	6	F	F	F	F	F	F
UNION CAVE B1	8	M	M	M	M	M	M
UNION CAVE B2	23	F	F	F	F	F	F
#144 PARAS		TYPE: BUG/GRASS			PAGE 30		
ILEX FOREST	5, 6	M	N	M	N	M	M
ILEX FOREST	6	N	F	N	M	F	M
MT. MOON	18	M	M	M	M	M	M
NATIONAL PARK	10-17	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
#47 PARASECT		TYPE: BUG/GRASS			PAGE 30		
EVOLVE FROM PARAS (LEV 24)							
#53 PERSIAN		TYPE: NORMAL			PAGE 50		
ROUTE 7	14	N	N	M	F	F	F
#231 PHANPY		TYPE: GROUND			PAGE 71		
ROUTE 45	20	N	N	M	M	M	M
#172 PICHU		TYPE: ELECTRIC			PAGE 15		
MUST HATCH AT POKÉMON BREEDING CENTER							
#18 PIDGEOT		TYPE: NORMAL/FLYING			PAGE 12		
EVOLVE FROM PIDGEOTTO (LEV 36)							



AREA	LEVEL	GOLD			SILVER		
		RODING	DAY	NIGHT	RODING	DAY	NIGHT
#17 PIDGEOTTO 		TYPE: NORMAL/FLYING			PAGE 12		
ROUTE 2	7	F	F	N	N	M	N
ROUTE 8	17, 19	M	M	N	M	M	N
ROUTE 13	25	M	M	N	M	M	N
ROUTE 14	25	M	M	N	M	M	N
ROUTE 5	25	M	M	N	M	M	N
ROUTE 25	10	F	N	N	F	N	N
ROUTE 25	12	M	F	N	N	F	N
ROUTE 37	17	M	M	N	M	M	N

#18 PIDGEY 		TYPE: NORMAL/FLYING			PAGE 12		
ROUTE 1	2-4	M	M	N	M	M	N
ROUTE 2	3	M	M	N	M	M	N
ROUTE 2	3, 7	N	M	M	N	M	N
ROUTE 5	13-15	M	M	N	M	M	N
ROUTE 5	13, 15	N	N	N	M	M	N
ROUTE 6	13, 14	M	M	N	M	N	N
ROUTE 6	13	N	N	N	M	M	N
ROUTE 25	8	M	N	N	M	M	N
ROUTE 25	8, 10	N	M	N	M	M	N
ROUTE 29	2-4	M	M	N	M	M	N
ROUTE 30	2, 4	M	M	N	M	M	N
ROUTE 30	4	N	N	N	M	M	N
ROUTE 31	3	M	M	N	M	M	N
ROUTE 31	5	N	N	N	M	N	N
ROUTE 35	14	F	F	N	F	F	N
ROUTE 36	14	N	M	N	M	M	N
ROUTE 36	13, 15	M	N	N	M	N	N
ROUTE 37	13, 15	M	M	N	M	M	N
ROUTE 37	15	N	N	N	M	N	N
NATIONAL PARK	10, 12, 14	M	M	N	M	N	N
NATIONAL PARK	12, 14	N	M	N	N	M	N

#25 PIKACHU 		TYPE: ELECTRIC			PAGE 15		
ROUTE 2	4	F	F	F	F	F	F


#221 PILOSWINE

TYPE: ICE/GROUND

PAGE 70

EVOLVE FROM SWINUB (LEV 33)

#284 PINECO 		TYPE: BUG			PAGE 37		
JOHTO (HEADBUTT)	10	HB	HB	HB	HB	HB	HB

#127 PINSIR 		TYPE: BUG			PAGE 43		
NATIONAL PARK	13-14	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT


#186	<b>POLITOED</b>	TYPE: WATER			PAGE 31		
EVOLVE FROM POLIWHIRL (KING'S ROCK + TRADE)							


#80 POLIWAG 		TYPE: WATER			PAGE 31		
ROUTE 6	10, 20, 40	R	R	R	R	R	R
ROUTE 22	10, 20, 40	R	R	R	R	R	R
ROUTE 22	5-14	M	M	M	M	M	M
ROUTE 30	10, 20, 40	R	R	R	R	R	R
ROUTE 30	35-44	M	M	M	M	M	M
ROUTE 30	10, 20, 40	R	R	R	R	R	R
ROUTE 30	15-24	M	M	M	M	M	M
ROUTE 31	10, 20, 40	R	R	R	R	R	R
ROUTE 31	15-24	M	M	M	M	M	M
ROUTE 35	10, 20, 40	R	R	R	R	R	R
ROUTE 43	10, 20, 40	R	R	R	R	R	R
ROUTE 44	10, 20, 40	R	R	R	R	R	R
ROUTE 44	20-29	M	M	M	M	M	M
RUINS OF ALPH	10, 20, 40	R	R	R	R	R	R
ILEX FOREST	10, 20, 40	R	R	R	R	R	R
ECRUTEAK CITY	10, 20, 40	R	R	R	R	R	R
ECRUTEAK CITY	15-24	M	M	M	M	M	M
VIOLET CITY	10, 20, 40	R	R	R	R	R	R
VIOLET CITY	15-24	M	M	M	M	M	M

AREA	LEVEL	GOLD			SILVER		
		RODING	DAY	NIGHT	RODING	DAY	NIGHT
MT. SILVER	10, 20, 40	R	R	R	R	R	R
MT. SILVER	35-39	M	M	M	M	M	M
VIRIDIAN CITY	10, 20, 40	R	R	R	R	R	R
VIRIDIAN CITY	5-14	M	M	M	M	M	M
BLACKTHORN CITY	10, 20, 40	R	R	R	R	R	R


#61 POLIWHIRL 		TYPE: WATER			PAGE 31		
ROUTE 22	10-14	M	M	M	M	M	M
ROUTE 28	40-44	M	M	M	M	M	M
ROUTE 30	20-24	M	M	M	M	M	M
ROUTE 31	20-24	M	M	M	M	M	M
ROUTE 44	25-29	M	M	M	M	M	M
ECRUTEAK CITY	20-24	M	M	M	M	M	M
VIOLET CITY	20-24	M	M	M	M	M	M
MT. SILVER	35-44	M	M	M	M	M	M
VIRIDIAN CITY	10-14	M	M	M	M	M	M

#82	<b>POLIWRATH</b>	TYPE: WATER/FIGHTING	PAGE 31
EVOLVE FROM POLIWHIRL (WATER STONE)			

#71 PONYTA 		TYPE: FIRE			PAGE 73		
ROUTE 22	6	F	F	F	F	F	F
ROUTE 26	32	M	M	M	M	M	M
ROUTE 27	32	F	F	F	F	F	F
ROUTE 30	40	M	M	M	M	M	M
MT. SILVER	42	M	M	M	M	M	M


#137 PORYGON 		TYPE: NORMAL			PAGE 77		
CELADON CITY (GAME CORNER)	20	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE

#233	<b>PORYGON2</b>	TYPE: NORMAL		PAGE 77
EVOLVE FROM PORYGON (UP-GRADE + TRADE)				

#57 PRIMEAPE 		TYPE: FIGHTING			PAGE 50		
ROUTE 9	15	F	F	F	N	N	N

#54 PSYDUCK 		TYPE: WATER			PAGE 51		
ROUTE 6	5-14	M	M	M	M	M	M
ROUTE 33	15-24	M	M	M	M	M	M
ILEX FOREST	10-19	M	M	M	M	M	M

#243	<b>PUPITAR</b>	TYPE: ROCK/GROUND		PAGE 88
EVOLVE FROM LARVITAR (LEV 30)				



#185 QUAGSIRE 		TYPE: WATER/GROUND			PAGE 25		
ROUTE 10	16, 17	M	N	M	N	M	N
ROUTE 12	25-29	M	M	M	M	M	M
ROUTE 13	22, 24	N	N	M	N	N	N
ROUTE 13	25-29	M	M	M	M	M	M
ROUTE 14	22, 24	N	N	M	N	N	N
ROUTE 15	22, 24	N	N	M	N	N	N
ROUTE 26	30, 32	N	N	M	N	N	N
ROUTE 26	30	M	N	N	N	N	F
ROUTE 27	28, 30	N	N	M	N	N	N
ROUTE 27	28, 30, 32	N	N	N	N	N	N
ROUTE 32	20-24	M	M	M	M	M	M
RUINS OF ALPH	15-24	M	M	M	M	M	M
MT. SILVER 1F-2F	45	M	M	M	M	M	M
MT. SILVER 2F (SMALL ROOM)	45	M	M	M	M	M	M
UNION CAVE 3	15-24	M	M	M	M	M	M
UNION CAVE B1	15-24	M	M	M	M	M	M
UNION CAVE B2	20-24	M	M	M	M	M	M

#156	QUILAVA	TYPE: FIRE	PAGE 10
EVOLVE FROM CYNDQUIL (LEV 14)			




AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#211 QWILFISH		TYPE: WATER/POISON					PAGE 11
ROUTE 12	40	R	R	R	R	R	R
ROUTE 13	40	R	R	R	R	R	R
ROUTE 32	5, 20, 40	R	R	R	R	R	R
ROUTE 32	40	R	R	R	R	R	R
#26 RAICHU		TYPE: ELECTRIC					PAGE 15
EVOLVE FROM PIKACHU (THUNDER STONE)							
#243 RAIKOU		TYPE: ELECTRIC					PAGE 85
JOHTO	40	RANDOM APPEARANCES AROUND JOHTO					
#78 RAPIDASH		TYPE: FIRE					PAGE 73
ROUTE 28	42	M	M	M	M	M	M
MT. SILVER	44	M	M	M	M	M	M
PEWTER CITY (POKEMON CENTER)	-	TRADE	TRADE	TRADE	TRADE	TRADE	TRADE
#20 RATICATE		TYPE: NORMAL					PAGE 14
ROUTE 7	19	M	M	M	M	M	M
ROUTE 9	15	M	M	M	M	M	M
ROUTE 10	16, 18	M	M	M	M	M	M
ROUTE 10	17	N	M	N	N	M	N
ROUTE 26	28, 30	N	N	M	N	N	N
ROUTE 26	28	M	N	N	N	M	M
ROUTE 26	30	F	F	N	N	N	N
ROUTE 26	28, 30	N	N	N	M	M	N
ROUTE 27	28, 30	M	M	M	N	N	N
ROUTE 27	30	M	N	N	M	M	M
ROUTE 38	16	M	M	M	M	M	M
ROUTE 39	17	M	M	M	M	M	M
MT. MORTAR 2F (INSIDE)	30	M	M	M	M	M	M
MT. MORTAR B1	16	F	F	F	F	F	F
UNION CAVE B2	22	M	M	M	M	M	M
TOHJO FALLS	22	M	M	M	M	M	M
BURNED TOWER	15	F	F	F	F	F	F
#19 RATTATA		TYPE: NORMAL					PAGE 14
ROUTE 1	2	M	M	N	M	M	M
ROUTE 1	2, 3, 6	N	N	M	N	N	N
ROUTE 3	5, 10	M	M	N	N	M	N
ROUTE 3	5	N	N	N	M	M	N
ROUTE 3	5, 8, 10	N	N	M	N	N	N
ROUTE 3	5, 8	M	N	N	N	M	M
ROUTE 4	5, 10	M	M	N	N	N	N
ROUTE 4	5	N	N	N	M	M	N
ROUTE 4	8, 10	N	N	M	N	N	N
ROUTE 4	5, 8	N	N	N	N	M	M
ROUTE 7	15, 17, 19	M	N	N	N	N	N
ROUTE 7	15	N	N	N	F	N	N
ROUTE 7	17, 19	N	M	N	N	N	N
ROUTE 7	17	N	N	M	N	N	N
ROUTE 9	15	M	M	N	N	N	N
ROUTE 9	13	N	N	N	M	M	N
ROUTE 9	13, 15	N	N	M	N	N	M
ROUTE 11	15	M	M	M	M	M	M
ROUTE 22	3	M	M	N	M	M	N
ROUTE 22	3-5, 7	N	N	M	N	N	M
ROUTE 29	4	F	F	N	F	F	N
ROUTE 29	2, 4	N	N	M	N	N	M
ROUTE 30	3, 4	N	N	M	N	N	M
ROUTE 31	4, 5	N	N	M	N	N	M
ROUTE 32	4, 6	M	M	N	N	N	N
ROUTE 32	6	N	N	N	F	F	N
ROUTE 32	4, 6, 8	N	M	N	N	M	N
ROUTE 32	6, 8	N	N	N	N	M	N
ROUTE 32	4	N	N	M	N	N	N
ROUTE 33	6, 7	M	N	N	N	N	N
ROUTE 33	6	N	N	N	M	N	N
ROUTE 33	6-8	N	M	N	N	N	N


		GOLD			SILVER		
AREA	LEVEL	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
ROUTE 33	6, 8	M	M	M	M	M	M
ROUTE 33	11, 13	M	M	M	M	M	M
ROUTE 38	16	M	M	M	M	M	M
ROUTE 39	16	M	M	M	M	M	M
ROUTE 46	2, 4	M	M	N	M	M	N
ROUTE 46	2-4	N	M	M	M	N	M
TIN TOWER 2F-9F	20-24	M	M	N	M	M	N
TIN TOWER 2F-9F	22-24	N	N	M	N	N	M
MT. MORTAR 1F (INSIDE)	14	M	M	M	M	M	M
MT. MORTAR 1F-2F	14, 16	M	M	M	M	M	M
MT. MORTAR B1	16	M	M	M	M	M	M
UNION CAVE 1F	4	M	M	M	N	N	M
UNION CAVE 1F	4, 6	N	N	N	M	M	N
UNION CAVE B1	6	F	F	F	N	N	N
UNION CAVE B1	6, 8	N	N	N	M	M	M
UNION CAVE B1	20	F	F	F	F	F	F
TOHJO FALLS	20	F	F	F	F	F	F
SPROUT TOWER 2F-3F	3-6	M	M	N	M	M	N
SPROUT TOWER 2F-3F	3, 5	N	M	M	N	N	M
BURNED TOWER 1F	13, 15	M	M	M	M	M	M
BURNED TOWER B1	14, 16	M	N	M	M	M	M
BURNED TOWER B1	14	N	M	N	N	M	N

#223 REMORAIDTYPE: WATERPAGE 62




ROUTE 44	10, 20, 40	R	R	R	R	R	R
ROUTE 44	40	R	R	R	R	R	R

#112 RHYDONTYPE: GROUND/ROCKPAGE 74


BLACKTHORN CITY-TRADETRADETRADETRADETRADETRADE

#111 RHYHORNTYPE: GROUND/ROCKPAGE 74

VICTORY ROAD35F F F F F F F

#21 SANDSHREWTYPE: GROUNDPAGE 22



MT. MOON	8	M	M	M	N	N	N
GOLDENROD CITY (GAME CORNER)	10	N	N	N	PRIZE	PRIZE	PRIZE
UNION CAVE 1F	6	M	M	M	N	N	N
UNION CAVE B1	6	M	M	M	N	N	N

#26 SANDSLASHTYPE: GROUNDPAGE 22



ROUTE 26	28	M	M	M	N	N	N
ROUTE 27	30	F	F	F	N	N	N
MT. MOON	10	F	F	F	N	N	N

#212 SCIZORTYPE: BUG/STEELPAGE 43



EVOLVE FROM SCYTHER (METAL COAT + TRADE)

#123 SCYTHERTYPE: BUG/FLYINGPAGE 43

NATIONAL PARK	13-14	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
---------------	-------	-------	-------	-------	-------	-------	-------

#117 SEADRATYPE: WATERPAGE 65

WHIRL ISLANDS 1F	40	R	R	R	R	R	R
WHIRL ISLANDS B2	40	R	R	R	R	R	R
WHIRL ISLANDS B3	40	R	R	R	R	R	R
WHIRL ISLANDS B4	40	R	R	R	R	R	R
WHIRL ISLANDS B4	20-24	M	M	M	M	M	M

#110 SEAKINGTYPE: WATERPAGE 32

ROUTE 4	40	R	R	R	R	R	R
ROUTE 4	10-14	M	M	M	M	M	M
ROUTE 9	40	R	R	R	R	R	R
ROUTE 9	15-19	M	M	M	M	M	M
ROUTE 10	40	R	R	R	R	R	R
ROUTE 10	15-19	M	M	M	M	M	M
ROUTE 11	40	R	R	R	R	R	R
ROUTE 24	10-14	M	M	M	M	M	M
ROUTE 25	40	R	R	R	R	R	R



## GOLD SILVER

AREA	LEVEL	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
ROUTE 25	10-14	M	M	M	M	M	M
ROUTE 43	40	R	R	R	R	R	R
ROUTE 43	20-24	M	M	M	M	M	M
DARK CAVE (VIOLET CITY SIDE)	40	R	R	R	R	R	R
DARK CAVE (BLACKTHORN CITY SIDE)	40	R	R	R	R	R	R
SILVER CAVE 1F-2F	40	R	R	R	R	R	R
SILVER CAVE 1F-2F	35-44	M	M	M	M	M	M
MT. MORTAR 1F-2F	40	R	R	R	R	R	R
MT. MORTAR 1F-2F	20-24	M	M	M	M	M	M
MT. MORTAR 2F (INSIDE)	40	R	R	R	R	R	R
MT. MORTAR 2F (INSIDE)	25-29	M	M	M	M	M	M
MT. MORTAR B1	40	R	R	R	R	R	R
MT. MORTAR B1	20-24	M	M	M	M	M	M
UNION CAVE 1F	40	R	R	R	R	R	R
UNION CAVE B1	40	R	R	R	R	R	R
TOHJO FALLS	40	R	R	R	R	R	R
TOHJO FALLS	20-24	M	M	M	M	M	M
CERULEAN CITY	40	R	R	R	R	R	R
CERULEAN CITY	10-14	M	M	M	M	M	M
SLOWPOKE WELL B1	40	R	R	R	R	R	R
SLOWPOKE WELL B2	40	R	R	R	R	R	R

#88	SEEL							TYPE: WATER	PAGE 64
WHIRL ISLANDS 1F	22, 24	無	無	無	無	無	無	無	無
WHIRL ISLANDS B1	23, 25	無	無	無	無	無	無	無	無
WHIRL ISLANDS B2	23, 25	無	無	無	無	無	無	無	無
WHIRL ISLANDS B3	22, 24	無	無	無	無	無	無	無	無
WHIRL ISLANDS B4	24, 26	無	無	無	無	無	無	無	無

#101	SENTRET	 	TYPE: NORMAL				PAGE 14	
ROUTE 1	3		M	M	N	M	M	N
ROUTE 29	2, 3		M	M	N	M	M	N

#90	SHELLDER	 	TYPE: WATER				PAGE 61	
ROUTE 20	20, 40	R	R	R	R	R	R	
ROUTE 21	20, 40	R	R	R	R	R	R	
ROUTE 24	20, 40	R	R	R	R	R	R	
ROUTE 27	20, 40	R	R	R	R	R	R	
ROUTE 41	20, 40	R	R	R	R	R	R	
OLIVINE CITY (BAY)	20, 40	N	N	R	R	R	R	
VERMILION CITY	20, 40	R	R	R	R	R	R	
VERMILION CITY (BAY)	20, 40	R	R	R	R	R	R	
CINNABAR TOWN	20, 40	R	R	R	R	R	R	
PALLET TOWN	20, 40	R	R	R	R	R	R	
NEW BARK TOWN	20, 40	R	R	R	R	R	R	

#213	SHUCKLE	TYPE: BUG/ROCK					PAGE 40	
JOHTO	15	RS	RS	N	RS	RS	N	
CIANWOOD CITY	15	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	

#221	SKARMORY	 	S	TYPE: STEEL/FLYING	PAGE 72		
ROUTE 45	27	N	N	N	F	F	F

#100	SKIPLOOM	TYPE: GRASS/FLYING	PAGE 29				
ROUTE 14	26	M	M	N	M	M	N

#80	SLOWBRO		TYPE: WATER/PSYCHIC	PAGE 33				
SLOWPOKE WELL		20-24	M	M	M	M	M	M

#199	SLOWKING	TYPE: WATER/PSYCHIC	PAGE 33
[EVOLVE FROM SLOWPOKE (KING'S ROCK + TRADE)]			

#79	<b>SLOWPOKE</b>	  	TYPE: WATER/PSYCHIC	PAGE 33			
TOHJO FALLS	20-24	M	M	M	M	M	M
TOHJO FALLS	21, 23	M	M	M	M	M	M
SLOWPOKE WELL B1	6, 8	M	M	M	M	M	M
SLOWPOKE WELL B1	10-24	M	M	M	M	M	M

## GOLD SILVER

AREA	LEVEL	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
SLOWPOKE WELL B1	21, 23	M	M	M	M	M	M
SLOWPOKE WELL B1	15-24	M	M	M	M	M	M

#218	SLUGMA	TYPE: FIRE	PAGE 76
------	--------	------------	---------

ROUTE 16	27	F	F	F	F	F	F
ROUTE 17	29	F	M	F	F	M	F
ROUTE 17	25, 27	M	M	M	M	M	M
ROUTE 18	27	F	F	F	F	F	F

#235	SMEARGLE	TYPE: NORMAL	PAGE 37
------	----------	--------------	---------

RUINS OF ALPH	20, 22	M	M	M	M	M	M
---------------	--------	---	---	---	---	---	---

#238	SMOOCHUM	TYPE: ICE/PSYCHIC	PAGE 56
------	----------	-------------------	---------

MUST HATCH AT POKEMON BREEDING CENTER

#215	SNEASEL	TYPE: DARK/ICE	PAGE 76
------	---------	----------------	---------

ROUTE 28	40	N	N	M	N	N	M
MT. SILVER	38, 42	N	N	M	N	N	M

#143	SNORLAX	TYPE: NORMAL	PAGE 80
------	---------	--------------	---------

VERMILION CITY	50						
----------------	----	--	--	--	--	--	--

#208	SNUBBULL	TYPE: NORMAL	PAGE 47
------	----------	--------------	---------

ROUTE 38	16	M	M	M	M	M	M
ROUTE 38	13	F	F	F	F	F	F

#21	SPEAROW	TYPE: NORMAL/FLYING	PAGE 13
-----	---------	---------------------	---------

JOHTO (HEADBUTT)	10	M	HB	HB	HB	HB	HB
ROUTE 3	5, 8	M	M	N	M	M	N
ROUTE 4	5, 8	M	M	N	M	M	N
ROUTE 4	5	M	M	M	N	N	M
ROUTE 7	17	M	M	N	M	M	N
ROUTE 9	13	M	M	N	M	M	N
ROUTE 9	15	M	M	N	M	M	N
ROUTE 10	M	M	M	N	M	M	N
ROUTE 22	3, 5	M	M	M	M	M	N
ROUTE 33	6	M	M	N	M	M	N
ROUTE 42	14, 16	M	M	N	M	M	N
ROUTE 46	2, 3	M	M	N	M	M	N

#107	SPINARAK	TYPE: BUG/POISON	PAGE 17
------	----------	------------------	---------

ROUTE 2	3	N	N	M	N	N	N
ROUTE 30	3	N	N	M	N	N	N
ROUTE 31	4	N	N	M	N	N	N
ROUTE 37	13, 15	N	N	M	N	N	N

#7	SQUIRTLE	TYPE: WATER	PAGE 81
----	----------	-------------	---------

MUST BE TRADED FROM RED, BLUE OR YELLOW

#234	STANTLER	TYPE: NORMAL	PAGE 48
------	----------	--------------	---------

ROUTE 36	13	F	F	F	F	F	F
ROUTE 37	15	M	M	M	M	M	M

#121	STARMIE	TYPE: WATER/PSYCHIC	PAGE 61
------	---------	---------------------	---------

EVOLVE FROM STARYU (WATER STONE)



#120	STARYU	TYPE: WATER	PAGE 61
------	--------	-------------	---------



ROUTE 19	20, 40	N	N	R	N	N	R
ROUTE 34	20, 40	N	M	R	N	N	R
ROUTE 40	20, 40	N	N	R	N	N	R
OLIVINE CITY	20, 40	N	N	R	N	N	R
CIANWOOD CITY	20, 40	N	N	R	N	N	R
UNION CAVE B1	20, 40	N	N	R	N	N	R
CERULEAN CITY (GYM)	20, 40	N	N	R	N	N	R
CHERRY GROVE CITY	20, 40	M	N	R	N	M	R





		GOLD			SILVER		
AREA	LEVEL	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#206 STEELIX		TYPE: STEEL/GROUND			PAGE 27		
EVOLVE FROM ONIX (METAL COAT + TRADE)							
#187 SUDOWOODO		TYPE: ROCK			PAGE 41		
ROUTE 36	20	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
#245 SUICUNE		TYPE: WATER			PAGE 86		
JOHTO RANDOM APPEARANCES AROUND JOHTO							
#192 SUNFLORA		TYPE: GRASS			PAGE 40		
EVOLVE FROM SUNKERN (SUN STONE)							
#191 SUNKERN		TYPE: GRASS			PAGE 40		
ROUTE 24	10	N	M	N	N	M	N
NATIONAL PARK	11, 13	N	M	N	N	M	N
#220 SWINUB		TYPE: ICE/GROUND			PAGE 70		
ICE PATH 1F	21, 23	M	M	M	M	M	M
ICE PATH B1	21, 23	M	M	M	M	M	M
ICE PATH B3	22, 24	M	M	M	M	M	M
ICE PATH B3	23, 25	M	M	M	M	M	M
#114 TANGELA		TYPE: GRASS			PAGE 65		
ROUTE 21	20, 25, 30, 35	M	M	M	M	M	M
ROUTE 28	39	M	M	M	M	M	M
ROUTE 44	23	M	M	M	M	M	M
MT. SILVER	41	M	M	M	M	M	M
#120 TAUROS		TYPE: NORMAL			PAGE 54		
ROUTE 38	13	F	F	F	F	F	F
ROUTE 39	15	F	F	F	F	F	F
#216 TEDDIURSA		TYPE: NORMAL			PAGE 70		
ROUTE 45	28	M	M	M	M	M	M
#72 TENTACOO		TYPE: WATER/POISON			PAGE 19		
ROUTE 12	10, 20, 40	R	R	R	R	R	R
ROUTE 12	25-29	M	M	M	M	M	M
ROUTE 13	10, 20, 30	R	R	R	R	R	R
ROUTE 13	25-29	M	M	M	M	M	M
ROUTE 19	30-39	M	M	M	M	M	M
ROUTE 20	10, 20	R	R	R	R	R	R
ROUTE 20	30-39	M	M	M	M	M	M
ROUTE 21	10, 20	R	R	R	R	R	R
ROUTE 21	30-39	M	M	M	M	M	M
ROUTE 26	10, 30	R	R	R	R	R	R
ROUTE 26	25-34	M	M	M	M	M	M
ROUTE 27	10, 20	R	R	R	R	R	R
ROUTE 27	15-24	M	M	M	M	M	M
ROUTE 32	10, 20, 30	R	R	R	R	R	R
ROUTE 32	15-19	M	M	M	M	M	M
ROUTE 34	15-24	M	M	M	M	M	M
ROUTE 40	15-24	M	M	M	M	M	M
ROUTE 41	10, 20	R	R	R	R	R	R
ROUTE 41	20-24	M	M	M	M	M	M
OLIVINE CITY	15-24	M	M	M	M	M	M
OLIVINE CITY (BAY)	10, 30	M	M	M	M	M	M
OLIVINE CITY (BAY)	15-24	M	M	M	M	M	M
WHIRL ISLANDS IF	20-24	M	M	M	M	M	M
VERMILION CITY	10, 20	M	M	M	M	M	M
VERMILION CITY	30-39	M	M	M	M	M	M
VERMILION CITY (BAY)	10, 30	M	M	M	M	M	M
VERMILION CITY (BAY)	30-39	M	M	M	M	M	M
CINNABAR ISLAND	10, 30	M	M	M	M	M	M
CINNABAR ISLAND	30-39	M	M	M	M	M	M

		GOLD			SILVER		
AREA	LEVEL	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
CIANWOOD CITY	15-24	M	M	M	M	M	M
UNION CAVE B2	15-19	M	M	M	M	M	M
PALLET TOWN	30-39	M	M	M	M	M	M
PALLET TOWN	10, 30	M	M	M	M	M	M
CHERRYGROVE CITY	15-24	M	M	M	M	M	M
NEW BARK TOWN	10, 20	M	M	M	M	M	M
NEW BARK TOWN	15-24	M	M	M	M	M	M

#73	TENTACRUEL	 	TYPE: WATER/POISON	PAGE 59			
ROUTE 12	25-29	M	M	M	M	M	M
ROUTE 13	25-29	M	M	M	M	M	M
ROUTE 19	35-39	M	M	M	M	M	M
ROUTE 20	40	R	R	R	R	R	R
ROUTE 20	35-39	M	M	M	M	M	M
ROUTE 21	40	R	R	R	R	R	R
ROUTE 21	35-39	M	M	M	M	M	M
ROUTE 26	40	R	R	R	R	R	R
ROUTE 26	30-34	M	M	M	M	M	M
ROUTE 27	30	R	R	R	R	R	R
ROUTE 27	20-24	M	M	M	M	M	M
ROUTE 32	20-24	M	M	M	M	M	M
ROUTE 34	20-24	M	M	M	M	M	M
ROUTE 40	20-24	M	M	M	M	M	M
ROUTE 41	30	R	R	R	R	R	R
ROUTE 41	20-24	M	M	M	M	M	M
OLIVINE CITY	20-24	M	M	M	M	M	M
OLIVINE CITY (BAY)	30	R	R	R	R	R	R
OLIVINE CITY (BAY)	20-24	M	M	M	M	M	M
WHIRL ISLANDS IF	20-24	M	M	M	M	M	M
WHIRL ISLANDS B2	20-24	M	M	M	M	M	M
WHIRL ISLANDS B3	20-24	M	M	M	M	M	M
WHIRL ISLANDS B4	20-24	M	M	M	M	M	M
VERMILION CITY	40	R	R	R	R	R	R
VERMILION CITY	35-39	M	M	M	M	M	M
VERMILION CITY (BAY)	30	R	R	R	R	R	R
VERMILION CITY (BAY)	35-39	M	M	M	M	M	M
CINNABAR ISLAND	40	R	R	R	R	R	R
CINNABAR ISLAND	35-39	M	M	M	M	M	M
CIANWOOD CITY	20-24	M	M	M	M	M	M
UNION CAVE B2	20-24	M	M	M	M	M	M
PALLET TOWN	35-39	M	M	M	M	M	M
PALLET TOWN	40	R	R	R	R	R	R
CHERRYGROVE CITY	20-24	M	M	M	M	M	M
NEW BARK TOWN	40	R	R	R	R	R	R
NEW BARK TOWN	20-24	M	M	M	M	M	M



#175	TOGEPI	 	TYPE: NORMAL	PAGE 22			
VIOLET CITY	5	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT

#176	TOGETIC	TYPE: NORMAL/FLYING			PAGE 32
EVOLVE FROM TOGEPI (FRIENDSHIP)					

#158	TOTODILE	 	TYPE: WATER	PAGE 11			
NEW BARK TOWN	5	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT

#157	TYPHLOSION	TYPE: FIRE			PAGE 10
EVOLVE FROM QUILAVA (LV 36)					

#248	TYRANITAR	TYPE: ROCK/DARK			PAGE 88
EVOLVE FROM PUPITAR (LV 55)					

#236	TYROGUE	 	TYPE: FIGHTING	PAGE 53			
MT. MORTAR IF	10	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT

#197	UMBREON	TYPE: DARK			PAGE 67
EVOLVE FROM EEEVEE (FRIENDSHIP)					



GOLD SILVER

AREA	LEVEL	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#281 UNOWN							
TYPE: PSYCHIC		PAGE 27					
RUINS OF ALPH (INSIDE)	5	M	M	M	M	M	M
#217 URSARING							
TYPE: NORMAL		PAGE 70					
ROUTE 7	40	M	M	M	N	N	N
SILVER CAVE	44	M	M	M	M	M	N
MT. SILVER 1F-2F	47	M	M	M	M	M	N
MT. SILVER 2F (SMALL ROOM)	47	M	M	M	M	M	M
MT. SILVER 2F	50	M	M	M	N	N	M
MT. SILVER	42	M	M	M	M	N	M
VICTORY ROAD	33	M	M	M	M	N	M
#134 VAPOREON							
TYPE: WATER		PAGE 66					
EVOLVE FROM EEVEE (WATER STONE)							
#48 VENOMOTH							
TYPE: BUG/POISON		PAGE 42					
ROUTE 24	10	N	N	F	N	N	F
ROUTE 25	10	M	N	M	N	N	M
#48 VENONAT							
TYPE: BUG/POISON		PAGE 42					
ROUTE 24	8	F	M	M	F	M	M
ROUTE 25	8	M	M	M	M	N	M
ROUTE 43	16	F	M	M	F	N	M
NATIONAL PARK	10-16	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
#3 VENUSAUR							
TYPE: GRASS/POISON		PAGE 81					
EVOLVE FROM IVYSAUR (LEV 32) (MUST BE TRADED FROM RED, BLUE OR YELLOW)							
#11 VICTREEBEL							
TYPE: GRASS/POISON		PAGE 28					
EVOLVE FROM WEEPINBELL (LEAF STONE)							
#45 VILEPLUME							
TYPE: GRASS/POISON		PAGE 34					
EVOLVE FROM GLOOM (LEAF STONE)							
#100 VOLTORB							
TYPE: ELECTRIC		PAGE 46					
ROUTE 10	17	M	M	M	M	M	M
OLIVINE CITY	-	TRADE	TRADE	TRADE	TRADE	TRADE	TRADE
MAHOGANY TOWN (HIDEOUT B1)	23	TRAP	TRAP	TRAP	TRAP	TRAP	TRAP
#37 VULPIX							
TYPE: FIRE		PAGE 47					
ROUTE 7	18	N	M	N	M	M	M
ROUTE 7	15, 18	M	M	M	M	M	N
ROUTE 8	18	M	M	M	M	N	M
ROUTE 8	18	M	M	M	N	N	F
ROUTE 36	13, 15	M	M	M	N	M	N
ROUTE 36	13	M	M	M	M	N	M
ROUTE 37	14, 16	M	M	M	N	M	M
ROUTE 37	14	N	N	N	M	N	M
#8 WARTORTLE							
TYPE: WATER		PAGE 83					
EVOLVE FROM SQUIRTLE (LEV 16) (MUST BE TRADED FROM RED, BLUE OR YELLOW)							
#13 WEEDLE							
TYPE: BUG/POISON		PAGE 16					
JOHTO (HEADBUTT)	10	N	N	M	HB	HB	HB
ROUTE 2	3	N	N	N	M	M	N
ROUTE 30	3, 4	N	N	N	M	M	N
ROUTE 31	4	N	N	N	M	N	N
ROUTE 31	4, 5	N	N	N	N	M	N
ILEX FOREST	5, 6	N	N	N	M	M	N
NATIONAL PARK	10, 12	N	N	M	M	M	N
NATIONAL PARK	10	N	N	N	N	M	N
NATIONAL PARK	7-18	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT

		GOLD			SILVER		
AREA	LEVEL	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#70 WEEPINBELL		TYPE: GRASS/POISON			PAGE 28		
ROUTE 24	12, 14	M	M	N	M	M	N
ROUTE 24	13	N	N	M	N	N	M
ROUTE 25	14	F	F	F	F	F	F
ROUTE 44	22, 24	M	M	M	M	M	M
#110 WEEZING		TYPE: POISON			PAGE 44		
EVOLVE FROM KOFFING (LEV 35)							
#188 WIGGLYTUFF		TYPE: NORMAL			PAGE 21		
EVOLVE FROM JIGGLYPUFF (MOON STONE)							
#202 WOBBUFFET		TYPE: PSYCHIC			PAGE 42		
DARK CAVE (BLACKTHORN CITY SIDE)	20, 25	M	M	M	M	M	M
#184 WOOPER		TYPE: WATER/GROUND			PAGE 25		
ROUTE 32	6, 8	N	N	M	N	N	M
RUINS OF ALPH	15-19	M	M	M	M	M	M
UNION CAVE 1F	15-19	M	M	M	M	M	M
UNION CAVE B1	15-19	M	M	M	M	M	M
#179 XATU		TYPE: PSYCHIC/FLYING			PAGE 58		
EVOLVE FROM NATU (LEV 25)							
#103 YANMA		TYPE: BUG/FLYING			PAGE 40		
ROUTE 33	12, 14	M	M	M	M	M	M
ROUTE 35	17	F	F	F	F	F	F
#143 ZAPDOS		TYPE: ELECTRIC/FLYING			PAGE 84		
MUST BE TRADED FROM RED, BLUE OR YELLOW		N	N	N	N	N	N
#41 ZUBAT		TYPE: POISON/FLYING			PAGE 19		
ROUTE 3	5	N	N	M	N	N	M
ROUTE 4	5	N	N	M	N	N	M
ROUTE 32	8	N	N	F	N	N	F
ROUTE 32	4	F	N	N	F	N	N
ROUTE 33	4	F	N	N	F	N	N
ROUTE 33	6, 8	N	N	M	N	N	M
ROUTE 42	14, 16	N	N	M	N	N	M
ROCK TUNNEL B1	8	M	M	M	M	M	M
ROCK TUNNEL B1	10	M	M	M	M	M	M
WHIRL ISLANDS 1F	23	M	M	M	M	M	M
WHIRL ISLANDS B1	24	M	M	M	M	M	M
WHIRL ISLANDS B2	24	M	M	M	M	M	M
WHIRL ISLANDS B3	23	M	M	M	M	M	M
WHIRL ISLANDS B4	25	M	M	M	M	M	M
ILEX FOREST	5	F	F	N	F	F	N
ILEX FOREST	5, 6	N	N	M	N	N	M
MT. MOON	6	M	M	M	N	N	M
MT. MOON	6, 8	N	N	N	M	M	M
DARK CAVE (VIOLET CITY SIDE)	2-4	M	M	M	M	M	M
DARK CAVE (BLACKTHORN CITY SIDE)	23	M	M	M	M	M	M
ICE PATH 1F	22	M	M	M	F	N	F
ICE PATH B1	22	M	M	M	F	N	F
ICE PATH B1	23	M	M	M	F	N	F
ICE PATH B1	24	M	M	M	F	N	F
MT. MORTAR 1F (INSIDE)	14	F	F	F	F	F	F
MT. MORTAR 1F-2F	13, 15	M	M	M	M	M	M
MT. MORTAR B1	15, 17	M	M	M	M	M	M
UNION CAVE 1F	5, 7	M	M	M	M	M	M
UNION CAVE B1	7, 9	M	M	M	M	M	M
UNION CAVE B2	22	M	M	M	M	M	M
TOHJO FALLS	22	M	M	M	M	M	M
BURNED TOWER 1F	14	M	M	M	M	M	M
BURNED TOWER B1	15	F	F	F	F	F	F
SLOWPOKE WELL B1	5-8	M	M	M	M	M	M
SLOWPOKE WELL B2	19, 21, 23	M	M	M	M	M	M



# ITEM LIST

## Health Items

Item	Description	Location	Price
Antidote	Cures poisoned Pokémon	Pokémon Mart/Route 31	100
Awakening	Wakes sleeping Pokémon	Pokémon Mart/Caves	250
Berry Juice	Restores 20 HP	Give a Berry to Shuckle	-
Burn Heal	Heals burned Pokémon	Pokémon Mart/Towns/Caves	250
Elixir	Restores 10 PP to all abilities	Roads/Caves/Gift/Mystery	-
Energy Root	Restores 200 HP but is very bitter	Goldenrod City	800
Energy Powder	Restores 50 HP but is very bitter	Goldenrod City	500
Ether	Restores 10 PP to one ability	Roads/Caves/Gift/Mystery	-
Fresh Water	Restores 50 HP	Department Store/Mt. Moon	200
Full Heal	Cures any condition	Pokémon Mart/Caves	600
Full Restore	Cures any condition, restores all HP	Indigo Plateau/Caves	3,000
Heal Powder	Cures any condition but is very bitter	Goldenrod City	450
Hyper Potion	Restores 200 HP	Pokémon Mart/Roads/Caves	1,200
Ice Heal	Thaws frozen Pokémon	Pokémon Mart	250
Lemonade	Restores 80 HP	Department Store/Mt. Moon	350
Max Elixir	Restores all PP to all abilities	Roads/Caves/Gift/Mystery	-
Max Ether	Restores all PP to one ability	Goldenrod City/Roads/Gift/Mystery	-
Max Potion	Restores all HP	Pokémon Mart/Roads/Caves/Mystery	2,500
Max Revive	Revives fainted Pokémon, restores all	Roads/Caves/Mystery	-
MooMoo Milk	Restores 100 HP	MooMoo Farm/Wild Pokémon	500
Paralyze Heal	Cures paralyzed Pokémon	Pokémon Mart/Caves	200
Potion	Restores 20 HP	Pokémon Mart/Roads/Caves	300
Rage Candy Bar	Restores 20 HP	Mahogany Town	200
Revival Herb	Revives fainted Pokémon	Goldenrod City	2,800
Revive	Revives fainted Pokémon, restores 1/2 HP	Pokémon Mart/Roads/Caves/Mystery	1,500
Sacred Ash	Revives all fainted Pokémon	Wild Pokémon	-
Soda Pop	Restores 60 HP	Department Store/Mt. Moon	300
Super Potion	Restores 50 HP	Pokémon Mart/Roads/Caves	700

## Berries

Item	Description	Location
Berry	Restores 10 HP	National Park/Routes 29, 30, 38, 46, 11/Mystery/Trade
Bitter Berry	Cures confused Pokémon	Blackthorn City/Routes 31, 43, 1/Mystery
Burnt Berry	Thaws frozen Pokémon	Route 44/Fuchsia City/Pewter City/Mystery/Trade
Gold Berry	Restores 30 HP	National Park/Mystery/Trade
Ice Berry	Heals burned Pokémon	Pewter City/Routes 36, 26/Mystery/Trade
Mint Berry	Wakes sleeping Pokémon	Routes 39/Pewter City/Mystery
Miracle Berry	Heals all conditions	Mystery
Mystery Berry	Restores PP	Routes 35, 45/Trade
Paralyzecure Berry	Cures paralyzed Pokémon	Violet City/Routes 46, 8/Mystery
Poisoncure Berry	Cures poisoned Pokémon	Routes 2, 30, 33/Mystery

### Key

**BA:** Base attack power

**AC:** Accuracy

**GIFT:** In-game gift

**MYSTERY:** Mystery Gift

**TRADE:** Pokémon traded from **R**, **B** or **Y**

**WILD:** Pokémon caught in **G** or **S**

# ITEM LIST

## Key Items

Item	Description	Location
Basement Key	Opens door to Underground Path	Goldenrod City
Bicycle	Moves twice as fast	Goldenrod City
Card Key	Opens Radio Tower shutter	Goldenrod City
Coin Case	Holds up to 9,999 coins	Goldenrod City
Good Rod	Is an improved fishing rod	Olivine City
Item Finder	Reacts to items lying around with a sound	Ecruteak City
Clefairy Doll	Is used to exchange for the Pass at Saffron City	Vermilion City
Machine Part	Is an item to give to the Power Plant Manager	Cerulean City
Mystery Egg	Hatches Togepi	Route 30
Old Rod	Is used for fishing for Pokémon	Route 32
Pass	Is needed to ride on the Magnet Train	Saffron City
Rainbow Wing	Allows Trainers to climb Tin Tower	Goldenrod City (Gold)/Pewter City (Silver)
Red Scale	Is traded for Experience Share on Route 30	Lake of Rage
S.S. Ticket	Is needed to ride the boat S.S. Aqua	New Bark Town
Secret Potion	Heals Amphy in the Lighthouse	Cianwood City
Silver Wing	Makes Lugia appear at Whirl Islands	Goldenrod City (Silver)/Pewter City (Gold)
Squirtbottle	Moves the Sudowoodo on Route 36	Goldenrod City
Super Rod	Is the best fishing rod	Route 12

## Helpful Items

Item	Description	Location	Price
Escape Rope	Provides a quick escape from towers and caves	Pokémon Mart/Caves	550
Expn Card	Allows you to listen to the radio in Kanto	Lavender Town	
Map Card	Is the Pokégear's Map	Cherrygrove City	
Max Repel	Repels weak Pokémon for 250 steps	Pokémon Mart/Gift/Mystery	700
Poké Doll	Provides escape from wild Pokémon	Department Store/Mt. Moon	1,000
Pokédex	Stores Pokémon data	Route 30	
Radio Card	Lets you listen to the radio with the PokéGear	Goldenrod City	
Repel	Repels weak Pokémon for 100 steps	Pokémon Mart/Mt. Moon	350
Super Repel	Repels weak Pokémon for 200 steps	Pokémon Mart/Gift/Mystery	500
Unown Dex	Shows the Unown you caught in order	Ruins of Alph	-

## Apricorns

Items	Description	Location
Black Apricorn	Raw material for Heavy Ball	Route 37
Blue Apricorn	Raw material for Lure Ball	Route 37
Green Apricorn	Raw material for Friend Ball	Route 42
Pink Apricorn	Raw material for Love Ball	Route 42
Red Apricorn	Raw material for Level Ball	Route 37
White Apricorn	Raw material for Fast Ball	Azalea Town
Yellow Apricorn	Raw material for Moon Ball	Route 42



# ITEM LIST

## Ability Up

Item	Description	Location	Price
Amulet Coin	Doubles the money won in battle	Goldenrod City	
Berserk Gene	Increases attack by 2 levels, confuses	Cerulean City	
Black Belt	Increases power of Fighting-type attacks	Lake of Rage	
Black Glasses	Increases power of Dark-type attacks	Dark Cave	
Bright Powder	Lowers opponent's accuracy	Trade	
Calcium	Raises Special Attack/Defense	Department Store/Roads/Caves	9,800
Carbos	Raises speed	Department Store/Roads/Caves	9,800
Charcoal	Increases power of Fire-type attacks	Azalea Town	9,800
Cleanse Tag	Repels wild Pokémon	Route 5	
Dire Hit	Increases chance of a Critical Hit (1 battle)	Pokémon Mart/Roads/Caves	650
Dragon Fang	Increases power of Dragon-type attacks	Dragon's Den	
Dragon Scale	Helps evolve Seadra into Kingdra	Mt. Mortar/Wild	
Everstone	Prevents a Pokémon from evolving	New Bark Town/Roads/Wild	
Exp. Share	One Pokémon receives half of all Exp. points	Goldenrod City/Route 30	
Fire Stone	Evolves Pokémon	Gift/Mystery	
Focus Band	Prevents a Pokémon from fainting	Saffron City	
Guard Spec.	Guards against Special Attacks (1 battle)	Department Store/Caves/Gift	700
Hard Stone	Increases power of Rock-type attacks	Route 36	
HP Up	Raises HP	Dept. Store/ Mart/Roads/Caves/Gift/Mystery	9,800
Iron	Raises defense	Department Store/Caves	9,800
King's Rock	Makes opponent retreat/evolves Pokémon	Slowpoke Well/Trade/Wild	
Leaf Stone	Evolves Pokémon	Gift/Mystery	
Leftovers	Gradually restores points during battle	Celadon City/Trade/Wild	
Light Ball	Doubles Pikachu's special attacks	Trade	
Lucky Egg	Grants more exp. points after ■ battle	Wild	
Lucky Punch	Increases chance of ■ Critical Hit	Trade	
Magnet	Increases power of Electric-type attacks	Route 37	
Metal Coat	Increases power of Steel-type attacks	S.S. Aqua/Wild	
Metal Powder	Increases Ditto's defensive power	Trade	
Miracle Seed	Increases power of Grass-type attacks	Route 32	
Moon Stone	Evolves Pokémon	Mom/ Route 27/Wild	
Mystic Water	Increases power of Water-type attacks	Cherrygrove City	
Nevermelt Ice	Increases power of Ice-type attacks	Ice Path	
Pink Bow	Increases power of Normal-type attacks	Route 29/Goldenrod City	
Poison Barb	Increases power of Poison-type attacks	Route 32/Wild	
Polkadot Bow	Increases power of Normal-type attacks	Trade	
PP Up	Raises PP	Town/Roads/Caves/Gift/Mystery	
Protein	Raises attack	Department Store/Roads/Caves/Trade	9,800
Quick Claw	Increases chance of attacking first	National Park/Wild	
Rare Candy	Raises Pokémon's level by one	Town/Roads/Caves/Mystery	
Scope Lens	Increases chance of a Critical Hit	Gift/Mystery	
Sharp Beak	Increases power of Flying-type attacks	Route 40/Trade/Wild	

Item	Description	Location	Price
Silver Powder	Increases power of Bug-type attacks	Wild	
Smoke Ball	Provides escape from wild Pokémon	Goldenrod City	
Soft Sand	Increases power of Ground-type attacks	Route 34	
Spell Tag	Increases power of Ghost-type attacks	Blackthorn City/Trade/Wild	
Stick	Increases power of Farfetch'd's attacks	Wild	
Sun Stone	Evolves Pokémon	National Park	
Thick Club	Increases Cubone/Marowak phys. attack	Wild	
Thunder Stone	Evolves Pokémon	Gift/Mystery	
Twisted Spoon	Increases power of Psychic-type attacks	Trade/Wild	
Up-Grade	Helps evolve Porygon into Porygon2	Saffron City	
Water Stone	Evolves Pokémon	Gift/Mystery	
X Accuracy	Increases accuracy (one battle)	Department Store/Town/Caves/Mystery	950
X Attack	Increases attack power (one battle)	Pokémon Mart/Caves/Gift/Mystery	500
X Defend	Increases defense (one battle)	Pokémon Mart/Caves/Gift/Mystery	550
X Special	Raises Special Attack power (one battle)	Pokémon Mart/Roads/Caves/Gift/Mystery	350
X Speed	Increases speed (one battle)	Pokémon Mart/Caves/Mystery	350

### Items to Sell

Item	Description	Location	Price
Big Mushroom	Can be sold at a Pokémon Mart	Wild	
Big Pearl	Can be sold for a high price	Goldenrod City/Wild	3,500
Brick Piece	Can be sold at a Pokémon Mart	Trade	
Gold Leaf	Can be sold at a Pokémon Mart	Trade	
Nugget	Can be sold for a high price	Roads/Caves/Gift/Goldenrod City	4,500
Pearl	Can be sold for a high price	Goldenrod City/Wild	650
Silver Leaf	Can be sold at a Pokémon Mart	Trade	
Star Piece	Can be sold for a high price	Goldenrod City/Wild	4,600
Star Dust	Can be sold for a high price	Goldenrod City/Wild	900
Slowpoke Tail	Can be sold for a high price	Mahogany Town	9,800
Tiny Mushroom	Can be sold for a low price	Mahogany Town/Wild	500

### Balls

Item	Description	Location	Price
Fast Ball	Catches Pokémon that escape quickly	Azalea Town (Give Kurt White Apricorn)	
Friend Ball	Makes Pokémon very attached to you	Azalea Town (Give Kurt Green Apricorn)	
Great Ball	Catches Pokémon better than Poké Ball	Pokémon Mart/Roads/Caves/Gift/Mystery	600
Heavy Ball	Easily catches heavy Pokémon	Azalea Town (Give Kurt Black Apricorn)	
Level Ball	Catches Pokémon at lower level than yours	Azalea Town (Give Kurt Red Apricorn)	
Love Ball	Easily catches opposite-sex Pokémon	Azalea Town (Give Kurt Pink Apricorn)	
Lure Ball	Makes fishing for Pokémon easy	Azalea Town (Give Kurt Blue Apricorn)	
Master Ball	Always catches Pokémon	Goldenrod City/New Bark Town	
Moon Ball	Catches Moon Stone-related Pokémon	Azalea Town (Give Kurt Yellow Apricorn)	
Poké Ball	Catches Pokémon	Pokémon Mart/Route 31	200
Ultra Ball	Catches Pokémon better than Great Ball	Pokémon Mart/Roads/Caves	1,200



# ITEM LIST

## Mail

Item	Description	Pokémon Mart Location	Price
Eon Mail	Paper w/Eevee's silhouette	Mystery	
Flower Mail	Paper w/flower pattern	Violet/Azalea/Goldenrod/Saffron/Mahogany/Fuchsia	50
Liteblue Mail	Paper w/Dratini pattern	Vermilion City	50
Lovely Mail	Paper w/hearts	Celadon City	50
Morph Mail	Paper w/Ditto's silhouette	Mystery	
Music Mail	Paper w/Natu pattern	Mystery	
Portrait Mail	Prints any Pokémon	Mt. Moon	50
Surf Mail	Paper w/Lapras pattern	Olivine City/Cerulean City/Celadon City	50

## Decorative Items

Item	Description	Item	Description
Big Lapras Doll	Mystery Gift	NES	Mystery Gift
Big Onix Doll	Mystery Gift	N64	Mystery Gift
Big Snorlax Doll	Mom's Shopping	Normal Box	Mystery Gift, Traded Pokémon
Blue Carpet	Mystery Gift	Oddish Doll	Mom's Shopping
Bulbasaur Doll	Mystery Gift	Pikachu Doll	Mom's Shopping
Charmander Doll	Mom's Shopping	Pikachu Poster	Mystery Gift
Clefairy Doll	Mom's Shopping	Pink Bed	Mystery Gift
Clefairy Poster	Mystery Gift	Poliwag Doll	Mom's Shopping
Diglett Doll	Mom's Shopping	Polkadot Bed	Mystery Gift
Feathery Bed	Have from the beginning	Red Carpet	Mystery Gift
Gengar Doll	Mom's Shopping	Shellder Doll	Mom's Shopping
Geodude Doll	Mom's Shopping	Silver Trophy	Traded Pokémon
Gold Trophy	Traded Pokémon	Squirtle Doll	Mom's Shopping
Gorgeous Box	Mystery Gift, Traded Pokémon	Staryu Doll	Mom's Shopping
Green Carpet	Mystery Gift	Super NES	Mystery Gift
Grimer Doll	Mom's Shopping	Surfing Pikachu Doll	Mystery Gift
Jigglypuff Doll	Mystery Gift	Town Map	Have from the beginning
Jigglypuff Poster	Mystery Gift	Tropicplant	Mystery Gift
Jumboplant	Mystery Gift	Virtual Boy	Mystery Gift
Machop Doll	Mom's Shopping	Voltorb Doll	Mom's Shopping
Magikarp Doll	Mom's Shopping	Weedle Doll	Mom's Shopping
Magnaplant	Mystery Gift	Yellow Carpet	Mystery Gift

## TECHNICAL MACHINE LIST

TM	Ability	Place	Price	TM	Ability	Place	Price
01	Dynamicpunch	Cianwood City		26	Earthquake	Victory Road	
02	Headbutt	Ilex Forest/Goldenrod City	2,000	27	Return	Goldenrod City	
03	Curse	Celadon City		28	Dig	National Park	
04	Rollout	Route 35		29	Psychic	Saffron City/Celadon City	COIN 3,500
05	Roar	Route 32		30	Shadow Ball	Ecruteak City	
06	Toxic	Fuchsia City		31	Mud-Slap	Violet City	
07	Zap Cannon	Power Plant		32	Double Team	Celadon City	COIN 1,500
08	Rock Smash	Route 36/Goldenrod City	1,000	33	Ice Punch	Goldenrod City/Trade	3,000
09	Psych Up	Trade		34	Swagger	Lighthouse	
10	Hidden Power	Lake of Rage/Celadon City	3,000	35	Sleep Talk	Goldenrod City	
11	Sunny Day	Goldenrod City/Celadon City	2,000	36	Sludge Bomb	Route 43	
12	Sweet Scent	Route 34		37	Sandstorm	Route 27/Celadon City	2,000
13	Snore	Dark Cave/MooMoo Farm		38	Fire Blast	Goldenrod City	COIN 5,500
14	Blizzard	Goldenrod City	COIN 5,500	39	Swift	Union Cave	
15	Hyper Beam	Celadon City	COIN 7,500	40	Defense Curl	Mt. Mortar	
16	Icy Wind	Mahogany Town		41	Thunderpunch	Goldenrod City	3,000
17	Protect	Celadon City	3,000	42	Dream Eater	Viridian City	
18	Rain Dance	Slowpoke Well/Celadon City	2,000	43	Detect	Lake of Rage/Trade	
19	Giga Drain	Celadon City		44	Rest	Ice Path	
20	Endure	Burned Tower		45	Attract	Goldenrod City	
21	Frustration	Goldenrod City		46	Thief	Mahogany Town	
22	Solarbeam	Route 27		47	Steel Wing	Rock Tunnel/Route 28	
23	Iron Tail	Olivine City		48	Fire Punch	Goldenrod City	3,000
24	Dragonbreath	Dragon's Den		49	Fury Cutter	Azalea Town	
25	Thunder	Goldenrod City	COIN 5,500	50	Nightmare	Route 31	

## HIDDEN MACHINE LIST

HM	Ability	Place	HM	Ability	Place
01	Cut	Ilex Forest	05	Flash	Sprout Tower
02	Fly	Cianwood City	06	Whirlpool	Rocket Hideout
03	Surf	Ecruteak City	07	Waterfall	Ice Path
04	Strength	Olivine City			



# POKÉMON

## ABILITIES & ATTACKS

Ability	Type	BA	AC	PP	Effect	TM/HM
Absorb	GRS	20	100	20	Restores your HP equal to half the damage caused to opponent	
Acid	PSN	40	100	30	10% chance of lowering defensive power by one level	
Acid Armor	PSN	-	-	40	Raises your defensive power by two levels	
Aeroblast	FLY	100	95	5	Good chance for a Critical Hit	
Agility	PSY	-	-	30	Raises your speed by 2 levels	
Amnesia	PSY	-	-	20	Raises your special defense by 2 levels	
Ancient Power	RCK	60	100	5	10% chance all abilities will rise one level	
Attract	NRM	-	100	15	50% chance of preventing opponent of opposite sex from attacking	TM 45
Aurora Beam	ICE	65	100	20	10% chance of lowering opponent's attack power by one level	
Barrage	NRM	15	85	20	Attack 2-5 times consecutively in one turn	
Barrier	PSY	-	-	30	Raises your defensive power by two levels	
Baton Pass	NRM	-	-	40	Allows you to switch to another Pokémon during battle.	
Beat Up	DRK	10	100	10	Attack opponent a number of times equal to your number of healthy Pokémon	
Belly Drum	NRM	-	-	10	Raises attack power to maximum, and lowers HP by half	
Bide	NRM	-	100	10	Damage received is doubled and shot back at opponent for 2-3 turns	
Bind	NRM	15	75	20	Prevents escape, attacks opponent continuously for 2-5 turns	
Bite	DRK	60	100	25	10% chance of making opponent back off	
Blizzard	ICE	120	70	5	30% chance of freezing opponent	TM 14
Body Slam	NRM	85	100	15	30% chance of paralyzing opponent	
Bone Club	GRD	65	85	20	10% chance of making opponent back off	
Bone Rush	GRD	25	80	10	Attack 2-5 times in a row in one turn	
Bonemerang	GRD	50	90	10	Attack twice in a row in one turn	
Bubble	WTR	20	100	30	10% chance of lowering opponent's speed by one level	
Bubblebeam	WTR	65	100	20	10% chance of lowering opponent's speed by one level	
Charm	NRM	-	100	20	Lowers opponent's attack power by two levels	
Clamp	WTR	35	75	10	Prevents escape, continuously attacks for 2-5 turns	
Comet Punch	NRM	18	85	15	Attack 2-5 times consecutively in one turn	
Confuse Ray	GHO	-	100	10	Confuses an opponent	
Confusion	PSY	50	100	25	10% chance of confusing an opponent	
Constrict	NRM	10	100	35	10% chance of lowering opponent's speed by one level	
Conversion	NRM	-	-	30	Changes your type into one of your attack types	
Conversion 2	NRM	-	100	30	Change your type into one that your opponent's attack is weak against	
Cotton Spore	GRS	-	85	40	Lowers opponent's speed by two levels	
Counter	FTG	-	100	20	Attack turn will be second, but doubles opponent's damage and shoots it back	
Crabhammer	WTR	90	85	10	Good Chance for a Critical Hit	
Cross Chop	FTG	100	110	5	Good chance for a Critical Hit	
Crunch	DRK	80	100	5	20% chance of lowering opponent's special defense power by one level	
Curse	GHO	-	-	10	If a Ghost-type uses it, HP is lowered by 1/2 and opponent's HP drops every turn	TM 03
Cut	NRM	50	95	30	Normal attack/Cut down small trees	HM 01
Defense Curl	NRM	-	-	40	Raises defense by one level	TM 40
Destiny Bond	GHO	-	-	5	If Pokémon that uses this faints, opponent also faints	
Detect	FTG	-	-	5	Wards off attacks for one turn, success rate falls if used continuously	TM 43
Dig	GRD	60	100	10	On first turn digs in ground, attacks on second turn/escape from inside areas	TM 28
Disable	NRM	-	55	20	Opponent cannot use most recent attack for a number of turns	
Dizzy Punch	NRM	70	100	10	20% chance of confusing opponent	
Double Kick	FTG	30	100	30	Attacks twice in a row during one turn	
Double Team	NRM	-	-	15	Raises your evasion by one level	TM 32
Double-edge	NRM	120	100	15	You receive 1/4 of the damage caused to opponent	

Special Attack

Physical Attack

# ABILITIES & ATTACKS

Ability	Type	BA	AC	PP	Effect	TM/HM
Double Slap	NRM	15	85	10	Attack 2-5 times in a row in one turn	
Dragon Rage	DRG	-	100	10	Causes 40 points damage regardless of type or ability	
Dragonbreath	DRG	60	100	20	30% chance of paralyzing opponent	TM 24
Dream Eater	PSY	100	100	15	While opponents sleep, steal HP equal to half the damage caused	TM 42
Drill Peck	FLY	80	100	20	Normal attack	
Dynamicpunch	FTG	100	50	5	If attack hits, opponent will be confused	TM 01
Earthquake	GRD	100	100	10	Normal attack	TM 26
Egg Bomb	NRM	100	75	10	Normal attack	
Ember	FIR	40	100	25	Burns opponent	
Encore	NRM	-	100	5	Forces opponent to use the attack it used most recently 2-6 times	
Endure	NRM	-	-	10	Even if hit you'll be left with one HP, rate of success drops if used continuously	TM 20
Explosion	NRM	250	100	5	After using it, you will faint	
Extreme Speed	NRM	80	100	5	Always strikes first	
Faint Attack	DRK	60	-	20	Attack will always hit	
False Swipe	NRM	40	100	40	Always leaves opponent with 1 HP	
Fire Blast	FIR	120	85	5	10% chance of burning opponent	TM 38
Fire Punch	FIR	75	100	15	10% chance of burning opponent	TM 48
Fire Spin	FIR	15	70	15	Prevents escape/Attack continuously for 2-5 turns	
Fissure	GRD	-	30	5	Opponents faint in one shot if hit	
Flail	NRM	-	100	15	The lower your remaining HP, the more damage caused to opponent	
Flame Wheel	FIR	60	100	25	10% chance of burning opponent, ice is melted if opponent is frozen	
Flamethrower	FIR	95	100	15	10% chance of burning opponent	
Flash	NRM	-	70	20	Lowers an opponent's accuracy one level/lights up dark places	HM 05
Fly	FLY	70	95	15	Fly up on first turn, attack on second/fly back to places you already visited	HM 02
Focus Energy	NRM	-	-	30	Attack used following this will have a good chance for a Critical Hit	
Foresight	NRM	-	100	40	Returns evasion rate to normal, Normal- and Fighting-types hit Ghost-types	
Frustration	NRM	-	100	20	Power of attack increases based on attachment of Pokémon to its Trainer	TM 21
Fury Attack	NRM	15	85	20	Attack 2-5 times in a row in one turn	
Fury Cutter	BUG	10	95	20	Power of attack doubles every time it's used until you miss	TM 49
Fury Swipes	NRM	18	80	15	Attack 2-5 times in a row in one turn	
Future Sight	PSY	80	90	15	Attacks opponent after 2 turns	
Giga Drain	GRS	60	100	5	Restores your HP equal to half of the damage caused to opponent	TM 19
Glare	NRM	-	75	30	Paralyzes opponent	
Growl	NRM	-	100	40	Lowers opponent's attack power by one level	
Growth	GRS	-	-	40	Raises your special attack by one level	
Guillotine	NRM	-	30	5	If attack hits, opponent will be defeated by one hit	
Gust	FLY	40	100	35	Normal attack	
Harden	NRM	-	-	30	Raises your defensive power by one level	
Haze	ICE	-	-	30	Recovers your and opponent's abilities to normal	
Headbutt	NRM	70	100	15	30% chance of making an opponent back off /shakes trees	TM 02
Heal Bell	NRM	-	-	5	Cures all your Pokémon of bad conditions	
Hi Jump Kick	FTG	85	95	20	If attack misses, receive 1/8 of damage it would have caused	
Hidden Power	NRM	-	100	15	Power and attack type vary depending on the Pokémon that uses it	TM 10
Horn Attack	NRM	65	100	25	Normal attack	
Horn Drill	NRM	-	30	5	One hit will make opponent faint	
Hydro Pump	WTR	120	80	5	Normal attack	
Hyper Beam	NRM	150	90	5	Pokémon can't attack on next turn	TM 15
Hyper Fang	NRM	80	90	15	10% chance of making an opponent back off	
Hypnosis	PSY	-	60	20	Makes opponent fall asleep	
Ice Beam	ICE	95	100	10	10% chance of freezing opponent	



# POKÉMON

## ABILITIES & ATTACKS

Ability	Type	BA	AC	PP	Effect	TM/HM
Ice Punch	ICE	75	100	15	10% chance of freezing an opponent	TM 33
Icy Wind	ICE	55	95	15	If attack hits it lowers opponent's speed by one level	TM 16
Iron Tail	STL	100	75	15	30% chance of lowering opponent's defense one level	TM 23
Jump Kick	FTG	70	95	25	If attack misses, receive 1/8 of damage that it would have caused	
Karate Chop	FTG	50	100	25	Good chance for a Critical Hit	
Kinesis	PSY	-	80	15	Lowers opponent's accuracy by one level	
Leech Life	BUG	20	100	15	Restores your HP equal to half of the damage caused to opponent	
Leech Seed	GRS	-	90	10	Steals HP and restores your HP on every turn, even if Pokémon is substituted	
Leer	NRM	-	100	30	Lowers opponent's defense by one level	
Lick	GHO	20	100	30	30% chance of paralyzing opponent	
Light Screen	PSY	-	-	30	Special attack damage halved for 5 turns, even for substituted Pokémon	
Lock-on	NRM	-	100	5	Attack on next turn will always hit	
Lovely Kiss	NRM	-	75	15	Makes an opponent sleep	
Low Kick	FTG	50	90	20	30% chance of making an opponent back off	
Mach Punch	FTG	40	100	30	Always strikes first	
Magnitude	GRD	-	100	30	Changes base attack power to 10, 30, 50, 70, 90, 110 or 150	
Mean Look	NRM	-	100	5	Opponent cannot escape while the Pokémon that used it is in battle	
Meditate	PSY	-	-	40	Raises your attack power by one level	
Mega Drain	GRS	40	100	10	Restores HP equal to half of damage caused by opponent	
Mega Kick	NRM	120	75	5	Normal attack	
Mega Punch	NRM	80	85	20	Normal attack	
Megahorn	BUG	120	85	10	Normal attack	
Metal Claw	STL	50	95	35	10% chance of raising your attack power by one level	
Metronome	NRM	-	-	10	Randomly uses an attack from entire repertoire	
Milk Drink	NRM	-	-	10	Restores half of HP/splits 1/5 of HP among your other Pokémon	
Mimic	NRM	-	100	10	Copies opponent's attack and uses it during that battle, must attack second	
Mind Reader	NRM	-	100	5	Next attack will always hit	
Minimize	NRM	-	-	20	Raises your evasion by one level	
Mirror Coat	PSY	-	100	20	Your attack will be second, double opponent's special attack power and shoot it back	
Mirror Move	FLY	-	-	20	Uses same attack opponent did	
Mist	ICE	-	-	30	Keeps attacks that lower abilities from working	
Moon Light	NRM	-	-	5	Restores HP/effect depends on the time of day	
Morning Sun	NRM	-	-	5	Restores HP/effect depends on the time of day	
Mud-Slap	GRD	20	100	10	Lowers opponent's accuracy by one level	TM 31
Night Shade	GHO	-	100	15	Causes damage equal to your level, regardless of type or ability	
Nightmare	GHO	-	100	15	Gives an opponent nightmares, works only when opponent is asleep	TM 50
Octazooka	WTR	65	85	10	50% chance of lowering opponent's accuracy by one level	
Outrage	DRG	90	100	15	Attack continuously for 2-3 turns, become confused once effects wear off	
Pain Split	NRM	-	100	20	Combines your HP with opponent's HP and splits them between you	
Pay Day	NRM	40	100	20	After a battle receive money equal to (your level) x (number of attacks) x 2	
Peck	FLY	35	100	35	Normal attack	
Perish Song	NRM	-	-	5	Both Pokémon faint after 3 turns, substitution cancels the effect	
Petal Dance	GRS	70	100	20	Attack for 2-3 turns in a row, become confused once it wears off	
Pin Missile	BUG	14	85	20	Attack 2-5 times in a row in one turn	
Poison Gas	PSN	-	55	40	Poisons an opponent	
Poison Sting	PSN	15	100	35	30% chance of poisoning an opponent	
Poisonpowder	PSN	-	75	35	Poisons an opponent	
Pound	NRM	40	100	35	Normal attack	
Powder Snow	ICE	40	100	25	10% chance of freezing an opponent	
Present	NRM	-	90	15	May cause damage of 40, 80, 120 or may restore HP by 100	
Protect	NRM	-	-	10	Wards off opponent's attack for one turn, success rate falls if used continuously	TM 17



# ABILITIES & ATTACKS

Ability	Type	BA	AC	PP	Effect	TM/HM
Psybeam	PSY	65	100	20	10% chance of confusing an opponent	
Psych Up	NRM	-	-	10	The helpful attacks your opponent uses also help you	TM 09
Psychic	PSY	90	100	10	10% chance of lowering opponent's special defense power by one level	TM 29
Psywave	PSY	-	80	15	Power changes randomly—minimum value is one, maximum is your level x 1.5	
Pursuit	DRK	40	100	20	Double damage to Pokémon if withdrawn while attack is in effect	
Quick Attack	NRM	40	100	30	Always attacks first	
Rage	NRM	20	100	20	If used consecutively, attack power increases when opponent's attack hits	
Rain Dance	WTR	-	-	5	Raise Water-type attack power for 5 turns	TM 18
Rapid Spin	NRM	20	100	40	Escape from attacks multiple turns	
Razor Leaf	GRS	55	95	25	Good chance for a Critical Hit	
Razor Wind	NRM	80	75	10	Good chance for a Critical Hit	
Recover	NRM	-	-	20	Restores half of your maximum HP	
Reflect	PSY	-	-	20	Damage from attacks cut in half for 5 turns, even if Pokémon are substituted	
Rest	PSY	-	-	10	Restores all HP but puts you to sleep for 2 turns	TM 44
Return	NRM	-	100	20	Power of attack increases with level of attachment of Pokémon to you	TM 27
Reversal	FTG	-	100	15	The lower your remaining HP, the more damage it causes	
Roar	NRM	-	100	20	Ends battle with wild Pokémon, forces substitution in Trainer battle	TM 05
Rock Slide	RCK	75	90	10	30% chance of making an opponent back off	
Rock Smash	FTG	20	100	15	50% chance of lowering opponent's defense by one level/breaks rocks	TM 08
Rock Throw	RCK	50	90	15	Normal attack	
Rolling Kick	FTG	60	85	15	30% chance of making an opponent back off	
Rollout	RCK	30	90	20	Attacks continuously for 5 turns with increasing damage/ends if attack misses	TM 04
Sacred Fire	FIR	100	95	5	50% chance of burning an opponent	
Safeguard	NRM	-	-	25	Prevents poison attacks for 5 turns, even if Pokémon are substituted	
Sandstorm	RCK	-	-	10	Causes damage to both Pokémon every turn, not Rock-, Steel- or Ground-types	TM 37
Sand-Attack	GRD	-	100	15	Lowers opponent's accuracy by one level	
Scary Face	NRM	-	90	10	Lowers opponent's speed by 2 levels	
Scratch	NRM	40	100	35	Normal attack	
Screech	NRM	-	85	40	Lowers opponent's defense by 2 levels	
Seismic Toss	FTG	-	100	20	Causes damage equal to your level, regardless of ability	
Selfdestruct	NRM	200	100	5	After using, you will faint	
Shadow Ball	GHO	80	100	15	20% chance of lowering an opponent's special defense by one level	TM 30
Sharpen	NRM	-	-	30	Raises your attack power by one level	
Sing	NRM	-	55	15	Makes an opponent sleep	
Sketch	NRM	-	-	1	Replaces itself with the opponent's last attack, which remains after the battle	
Skull Bash	NRM	100	100	15	Builds up for one turn, attacks on second, defense increased by one level	
Sky Attack	FLY	140	90	5	Builds up for one turn and attacks on second, good chance for a Critical Hit	
Slam	NRM	80	75	20	Normal attack	
Slash	NRM	70	100	20	Good chance for a Critical Hit	
Sleep Powder	GRS	-	75	15	Puts opponent to sleep	
Sleep Talk	NRM	-	-	10	Attack randomly while sleeping	TM 35
Sludge	PSN	65	100	20	30% chance of poisoning an opponent	
Sludge Bomb	PSN	90	100	10	30% chance of poisoning an opponent	TM 36
Smog	PSN	20	70	20	40% chance of poisoning an opponent	
Smokescreen	NRM	-	100	20	Lowers opponent's accuracy by one level	
Snore	NRM	40	100	15	30% chance of making an opponent back off, but you must be asleep	TM 13
Softboiled	NRM	-	100	10	Restores half HP/gives 1/5 of Chansey's HP to another of your Pokémon	
Solarbeam	GRS	120	100	10	Build up for one turn and attack on the second	TM 22
Sonicboom	NRM	-	90	20	Causes 20 points of damage regardless of type or ability	
Spark	ELC	65	100	20	30% chance of paralyzing opponent	
Spider Web	BUG	-	100	10	Prevents escape/prevents substitutions in Trainer battles	



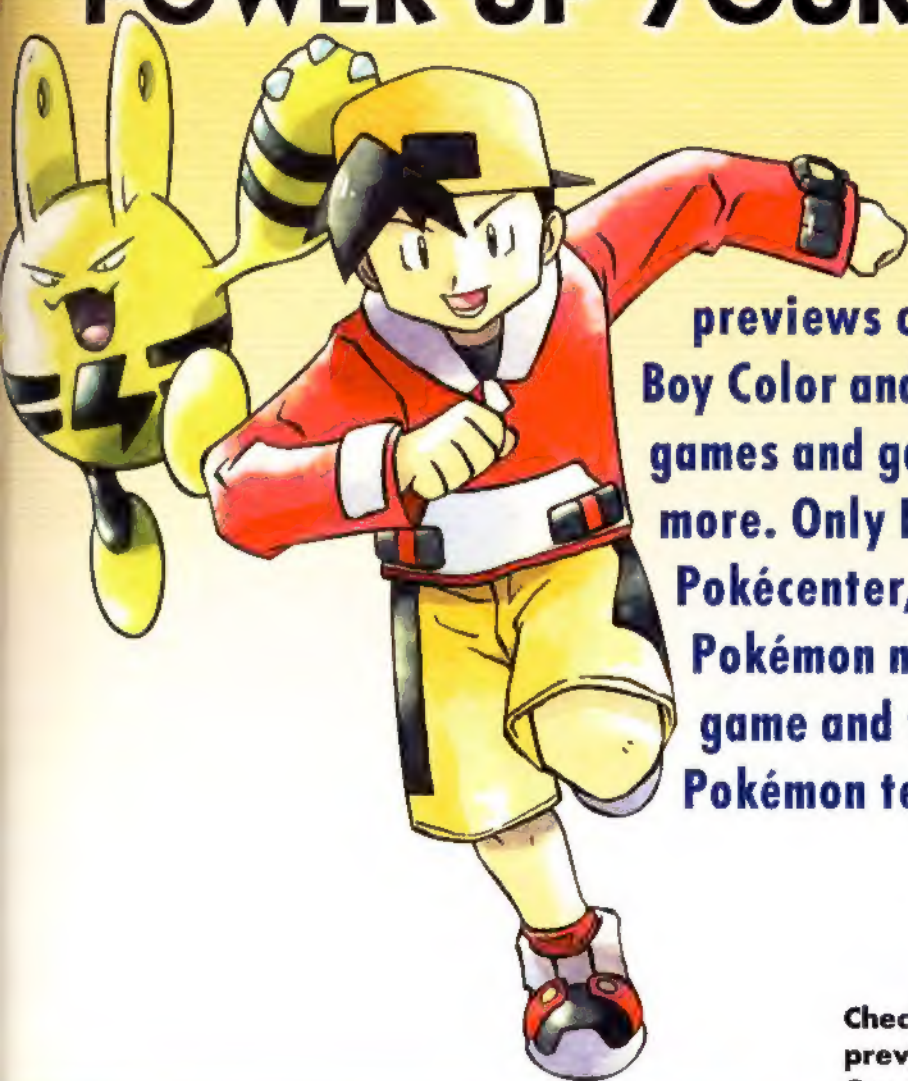
# POKÉMON

## ABILITIES & ATTACKS

Ability	Type	BA	AC	PP	Effect	TM/HM
Spike Cannon	NRM	20	100	15	Attack 2-5 times consecutively in one turn	
Spikes	GRD	-	-	20	Causes damage every time opponent substitutes a Pokémon	
Spite	GHO	-	100	10	Lowers PP of opponent's last attack by 2-5	
Splash	NRM	-	-	40	No effect	
Spore	GRS	-	100	15	Makes an opponent sleep	
Steel Wing	STL	70	90	25	10% chance of raising your defensive power	TM 47
Stomp	NRM	65	100	20	30% chance of making an opponent back off	
Strength	NRM	80	100	15	Normal attack/moves rocks	HM 04
String Shot	BUG	-	95	40	Lowers opponent's speed by one level	
Struggle	NRM	50	100	1	If used once all PP points are gone, you receive 1/4 of opponent's damage	
Stun Spore	GRS	-	75	30	Paralyzes opponent	
Submission	FTG	80	80	25	Receive 1/4 of damage caused to opponent	
Substitute	NRM	-	-	10	Uses 1/4 of maximum HP value and creates a decoy to take damage	
Sunny Day	FIR	-	-	5	Raises power of Fire-type attacks for 5 turns	TM 11
Super Fang	NRM	-	90	10	Knocks opponent's HP to half	
Supersonic	NRM	-	55	20	Confuses an opponent	
Surf	WTR	95	100	15	Normal attack/can move across water	HM 03
Swagger	NRM	-	90	15	Confuses an opponent but raises its attack by 2 levels	TM 34
Sweet Kiss	NRM	-	75	10	Confuses an opponent	
Sweet Scent	NRM	-	100	20	Lowers an opponent's ability to evade by 1 level/makes wild Pokémon appear	TM 12
Swift	NRM	60	-	20	Attack will always hit	TM 39
Swords Dance	NRM	-	-	30	Raises your attack power by 2 levels	
Synthesis	GRS	-	-	5	Restores HP/effects depend on time of day	
Tackle	NRM	35	95	35	Normal attack	
Tail Whip	NRM	-	100	30	Lowers opponent's defensive power by one level	
Take Down	NRM	90	85	20	Receive 1/4 of damage caused to opponent	
Teleport	PSY	-	-	20	Can escape from wild battles/Go to the last Pokémon Center you visited	
Thief	DRK	40	100	10	Steals wild Pokémon's item/normal attack if it's not holding an item	TM 46
Thrash	NRM	90	100	20	Attack for 2-3 turns successively, become confused once effects wear off	
Thunder	ELC	120	70	10	30% chance of paralyzing an opponent	TM 25
Thunder Wave	ELC	-	100	20	Paralyzes an opponent	
Thunderbolt	ELC	95	100	15	10% chance of paralyzing an opponent	
Thunderpunch	ELC	75	100	15	10% chance of paralyzing an opponent	TM 41
Thundershock	ELC	40	100	30	10% chance of paralyzing an opponent	
Toxic	PSN	-	85	10	Poisons an opponent, damage increases each turn	TM 06
Transform	NRM	-	-	10	Change to same Pokémon as opponent with same attacks, all PP at 5	
Tri Attack	NRM	80	100	10	20% chance of either freezing, burning or paralyzing an opponent	
Triple Kick	FTG	10	90	10	Attacks 3 times in a row, damage increases each time	
Twineedle	BUG	25	100	20	Attacks twice in a row during one turn, 20% chance of poisoning opponent	
Twister	DRG	40	100	20	20% chance of making an opponent back off	
Vicegrip	NRM	55	100	30	Normal attack	
Vine Whip	GRS	35	100	10	Normal attack	
Vital Throw	FTG	70	100	10	Independent of speed, attack turn will be second but a sure hit	
Water Gun	WTR	40	100	25	Normal attack	
Waterfall	WTR	80	100	15	Normal attack/can climb up waterfalls	HM 07
Whirlpool	WTR	15	70	15	Prevents escape, continuously attack for 2-5 turns/can cross over whirlpools	HM 06
Whirlwind	NRM	-	100	20	Ends battles with wild Pokémon, forces substitution in Trainer battles	
Wing Attack	FLY	60	100	35	Normal attack	
Withdraw	WTR	-	-	40	Raises your defensive power by one level	
Wrap	NRM	15	85	20	Prevents escape and lets you attack continuously for 2-5 turns	
Zap Cannon	ELC	100	50	5	If you hit an opponent it will always be paralyzed	TM 07



# POWER UP YOUR POKÉMON!



Nintendo Power features strategy reviews and previews of the hottest games for Game Boy Color and N64, news about upcoming games and game systems and so much more. Only Nintendo Power brings you the Pokécenter, which features all the latest Pokémon news, Q&A on every Pokémon game and tips for building a better Pokémon team.

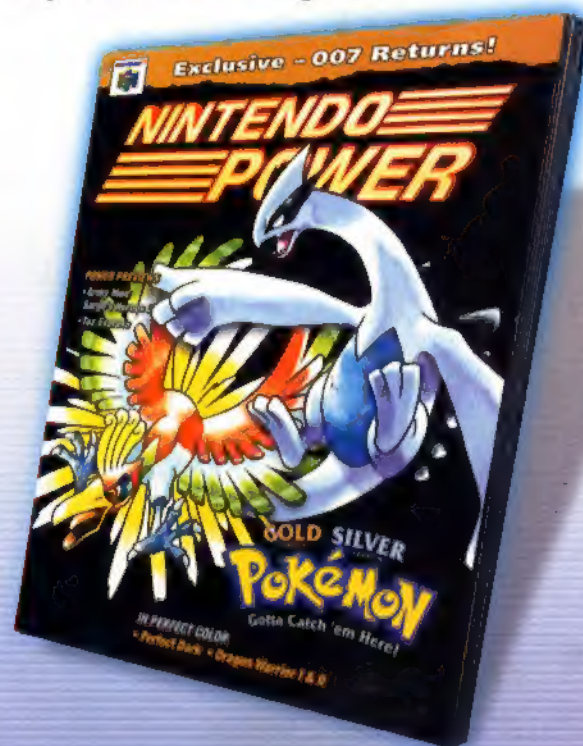
## Subscribe to **NINTENDO POWER**

Check out Nintendo Power for maps, strategies, previews, codes, tips and tricks for the latest Game Boy Color and N64 games.

## SPECIAL OFFER!



What time is it? Nintendo time! The fantastic N64 watch is our gift to you for subscribing to Nintendo Power for only \$19.95\* per year. Ask for offer #4221.



**SUBSCRIBE TODAY AT [WWW.NINTENDOPOWER.COM](http://WWW.NINTENDOPOWER.COM) OR CALL 1-800-255-3700**

\*Canadian subscribers pay \$27.95. Prices are subject to change without notice. Please allow 4-6 weeks for delivery. Merchandise offer good while supplies last. Only VISA or MasterCard accepted with phone orders.





The Pokémon Gold Version and Silver Version Complete Pokédex is a Pokémon Trainer's ultimate resource for catching and training all of the Pokémon found in the tall grass, caves and waters of Pokémon Gold and Silver. The Complete Pokédex features detailed information on all the learned abilities, Technical Machines and Hidden Machines each Pokémon can use, plus the locations where each Pokémon can be found. No serious Pokémon Trainer should be without the Pokémon Gold Version and Silver Version Complete Pokédex.

- Abilities lists for all Pokémon from Red, Blue, Yellow, Gold and Silver, plus New
- Locations of all the Pokémon found in Gold and Silver
- Detailed information on Items and Attacks
- Professor Elm's Notes

\$14.99 U.S./\$17.99 Canada



**EmuMovies**  
www.emumovies.com

ISBN 1-930206-06-2  
51499>

